

sinclair user



DARK SCEPTRE
-the best graphics yet?

**HELLO
UNIVERSE**



**HOW TO CUT
THE COST OF
MODEM
LIVING**

● **HUNCHBACK III**

● **PSI CHESS**

● **EIDOLON**

REVEALED! THE ARCADE HITS OF THE FUTURE

sinclair user

DARK SCEPTRE
-the best graphics yet?

**HELLO
UNIVERSE**



**HOW TO CUT
THE COST OF
MODEM
LIVING**

● **HUNCHBACK III**

● **PSI CHESS**

● **EIDOLON**

REVEALED! THE ARCADE HITS OF THE FUTURE

A MISSION YOU CAN NEVER COMPLETE ?

GALIVAN



SPECTRUM
£7.95
SPECTRUM

Imagine Software (1984) Limited
6 Central Street · Manchester M2 5NS
Tel: 061 834 3939 · Telex: 669977

AMSTRAD
£8.95
COMMODORE 64

A MISSION YOU CAN NEVER COMPLETE?

GALVATRON



...the name
of the game

SPECTRUM
£7.95
SPECTRUM

Imagine Software (1984) Limited
6 Central Street · Manchester M2 5NS
Tel: 061 834 3939 · Telex: 669977

AMSTRAD
£8.95
COMMODORE 64

Daringly Original Arcade Adventure. It's What You've Come

Enter Into The Magical World Of Druid. Experience The New And



To Expect From Firebird... Publishers Of The U.K.'s Most Exciting Software

£7.95

DRUID

£7.95



firebird

FIREBIRD SOFTWARE
FIRST FLOOR, 64-76 NEW OXFORD ST., LONDON WC1A 1PS

Available now for Commodore 64 and
available soon for Spectrum 48.128 and
Amstrad.

 Firebird is a Registered Trade Mark of British Telecommunications plc.

MAIL ORDER

Please state name of game, machine, cassette or disk and quantity required.
Enclosed crossed cheque/PO made payable to FIREBIRD SOFTWARE. All
offers are subject to availability. Orders are despatched promptly. All prices
inclusive of VAT and postage.

MAIL ORDER: AUNTIE KAY, *FREEPOST FIREBIRD, FIRST
FLOOR, 64-76 NEW OXFORD ST., LONDON WC1A 1PS.

*No stamp required.

Sinclair User

Editor

David Kelly

Deputy editor

John Gilbert

Senior staff writer

Graham Taylor

Staff writer

Clare Edgeley

Designer

Gareth Jones

Editorial secretary

Norisah Fenn

Adventure help

Gordo Greatbelly

Zapchat

Jon Riglar

Helpline

Andrew Hewson

Hardware correspondent

John Lambert

Contributors

Gary Rook

Richard Price

Mike Wright

Advertisement manager

Louise Fanthorpe

Senior sales executive

Jacqui Pope

Production assistant

Alison Morton

Advertisement secretary

Linda Everest

Subscriptions manager

Carl Dunne

Publisher

Terry Pratt

Telephone

01-251-6222

Sinclair User is published monthly by

EMAP Business & Computer Publications

Cover illustration

Lee Sullivan

If you would like to contribute to Sinclair User please send programs or articles to:

Sinclair User
EMAP Business & Computer
Publications

Priory Court
30-32 Farringdon Lane
London EC1R 3AU

Original programs should be on cassette and articles should be typed. Please write Program Printout on the envelopes of all cassettes submitted. We cannot undertake to return cassettes unless an SAE is enclosed. We pay £20 for each program printed and £50 for star programs.

Printed by Nene River Press,
Woodston, Peterborough.
Distributed by EMAP Publications Ltd.
© Copyright 1986 Sinclair User
ISSN No 0262-5458

ABC 90,215 July-Dec 1985

SOFTWARE

ARCADE

XARQ

TIME TRAX

I.C.U.P.S.

RAID ON FRACTALUS

EIDOLON

TRAPDOOR

KUNG FU MASTER

GHOSTBUSTERS 128

ACTION REFLEX

STAR FIREBIRDS

CON-QUEST

STAINLESS STEEL

STRATEGY/SIMULATION

JOHNNY REB II

PSI CHESS

ELITE 128

IWO JIMA

ACE

TOOL-KIT

ZX BIG SHOT

BASICALLY SPEAKING

BUBBLE SORT

WORK OUT

LORRIGRAPH

OLIVER'S MUSIC BOX

ESPERANTO

ADVENTURE

MINDSTONE

MUNCHBACK — THE ADVENTURE

MASTER OF MAGIC

JOURNEY TO THE CENTRE OF EDDIE'S HEAD

MANDRAGORE



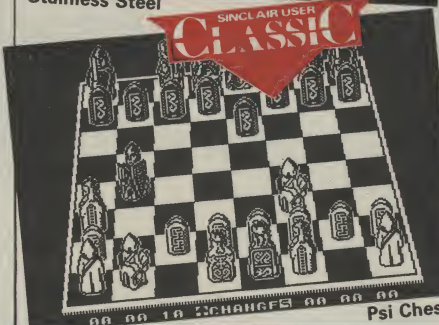
Trapdoor



Mindstone



Stainless Steel



Psi Chess

QLINK

Mortville Manor 80

Mystery and suspense follow the anguished plea of an old friend. Pyramide's latest adventure

QL Mail List 80

Transform's latest utility

Touch Typist 81

Ever wanted to learn to type? Sector has the perfect solution

Pro Pascal 82

Aquonaut 82

Lost Pharoah 82

Together with Talent you can help find him

ARCADE HITS

Future Shock 50

Clare Edgeley reveals all the coin ops now in conversion. The Spectrum mega games of the future. In the arcades now. On your micro tomorrow!

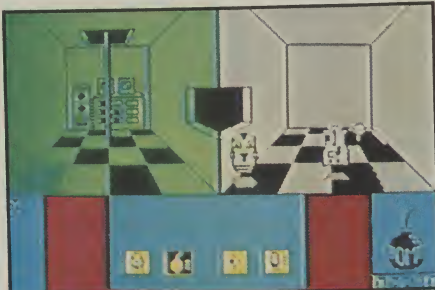


Ikari Warriors coin-op

PREVIEWS

It's where you see the hottest titles first 88

With Dan Dare, Miami Vice, Dempsey and Makepeace, Heman and the Masters of the Universe and Vera Cruz...



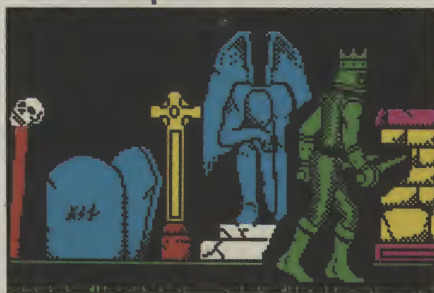
Deactivators



Dempsey and Makepeace

COVER SMASH

Dark Sceptre 24



ELECTRIC DREAMS	23
MINDGAMES	29
THOR	28
ACTIVISION	32
ACTIVISION	32
PIRANHA	49
US GOLD	58
ACTIVISION	58
MIRRORSOFT	61
FIREBIRD	61
MASTERTRONIC	61
MIKRO-GEN	63

LOTHLORIEN	26
THE EDGE	28
FIREBIRD	47
PSS	47
CASCADE	59

BUTTERCRAFT	73
COMPUTER PUBLICATIONS	73
KEITH NORTON	73

LORICIELS	74
COSMIC POP	74
LEZ PERANTO	74

THE EDGE	37
OCEAN	68
MASTERTRONIC	69
PLAYERS	69
INFOGAMES	71

FEATURES

Background noise 38

First of a new feature in which we take a game apart to see what makes it tick...

Fractals finest 32

Looking at Fractals. What are they? Why do two hot games Eidolon and Rescue on Fractalus use them?



MODEM MAGIC

Getting started 40

Link up and log on — modems on a budget. Could you save money?



PRINTOUT

Megatron	84
Text Printer	85
Filer	86

COMPETITIONS

Lightforce 31

Lightforce is faster than light. It's also the first megagame from Gargoyle's arcade lable Faster Than Light. Fifty copies to win. It's terrific!

Trivial Pursuit Challenge 17

Your chance to represent *Sinclair User* in Domark's national *Trivial Pursuit* Challenge

SPECIAL OFFER

Micronet 40

Incredible deal on a year's membership of 'The Net' plus a free modem!

HARDWARE

Miracle WS4000 Modem 76

The latest in Miracle Technology's range of versatile multi-baud rate models

Tandata QMod 76

The QMod now for the Spectrum with sophisticated Spectre Communications software

Memodisc QL interface 78

Three-in-one interface for the QL — disc, printer and extra Ram

Chromographica monitors 78

Low-cost monitor range — both colour and monochrome

REGULARS

News	7
Charts	12
Letters	15
ZapChat	18
Competition winners	30
Hewson's Helpline	54
Gordo's Adventure tips	65
Sinclair Surgery	79
Next Month	97
Gremlin	98

We are proud to announce

*Trivial Pursuit*TM

“The Computer Game of no vital importance”



HORN ABBOT
INTERNATIONAL

©1981 HORN ABBOT INTERNATIONAL

TRIVIAL PURSUIT is a Trade Mark owned and licensed by Horn Abbot International Ltd.

Published by Domark Limited, 204 Worple Road, London SW20 8PN Tel: 01-947 5624.

Trivial Pursuit was programmed by Oxford Digital Enterprises.



DOMARK

UNDER RAPS!

● Ocean continues its programming arrangement with US Gold. In-house programmers are preparing *Super Cycle*, *World Games*, *Express Raider* and *Break Through*. All titles are arcade games, the last two being conversions from Data East coin-op hits.

● Canvas is producing Ocean's latest fab fix, *Miami Vice*. The company is a break-away team of programmers from Denton Designs, the company responsible for *Shadowfire* and *Enigma Force*. See News and Previews for more info.

● Fergus MacNeil and his team are working on two new adventures — *Enchantress* and *Good Night Cold World*. Both will come out around Christmas for the 128 and will appear on a new label Abstract Concepts. Abstract Concepts — set up by Fergus — is to concentrate on more serious adventures.

● Keith Burkhill — author of the *Commando* and *Ghosts 'n' Goblins* hits — is now working on a third arcade conversion for Elite. *Space Harrier* is being developed from the Sega coin-op of the same name and it should be finished by Christmas.

● The authors of *Terrormolinos* and *Hampstead* are at it again. Peter Jones and Trevor Lever have just finished work on *Dodgy Geezers*.

APOLOGY The Writer

We incorrectly gave our review of Softeknics' *The Writer* (August *Sinclair User*, p 82) only one star (★) instead of five (★★★★★).

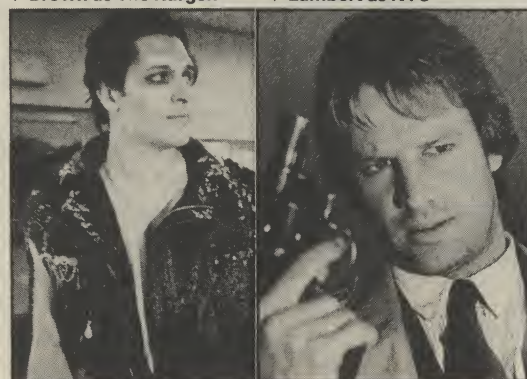
Sinclair User apologises unreservedly to Softeknics for the inconvenience caused by the omission.



▲ Connery gives Lambert a traditional Highlander greeting

▼ Brown as The Kurgan

▼ Lambert as NYC



007 STAR GETS OCEAN TIE-IN

Sean Connery whisks off his 007 toupee to star in *Highlander*, the new film — and yet another Ocean-licensed game.

The *Highlander* arcade adventure centres on a god-like race of beings, called the Immortals, who wander through time until they all meet and do battle for the ultimate prize.

Conner MacLeod, the story's hero, played by Christopher Lambert, is an honest Scots lad with hatred of his clan's enemy The Kurgan, played by Clancy Brown.

During the height of battle The Kurgan stabs him with a sword and he thinks he's had his chips. No such luck!

He's informed by his mentor Ramirez, played by Sean Connery, that they are Immortals and cannot die. Conner tracks The Kurgan to contemporary America where the villain's latest sport is lopping the heads of unsuspecting New Yorkers. He teams up with Brenda Wyatt, played by Roxanne Hart, to top The Kurgan before he can claim the ultimate prize.

What would you give a 2,000-year-old Immortal for Christmas?

The music in the movie, by the way, isn't that old. It's by *Queen*.

The game should be available in September at the same time as the film gets its London premiere.

PLUS TWO LIFT-OFF DATE SET

Amstrad has leaked the launch date of its new Spectrum compatible micro — the Spectrum Plus 2. It is to be officially unveiled on September 2.

The machine — an enhanced version of the Spectrum 128 — is then expected to be in the shops a week later and, simultaneously, to be on show at the *Personal Computer World Show*.

The new machine has a dedicated data recorder bolted on to its right-hand side and is also likely to include dual joystick port — not Kempston compatible — and an Amstrad-style keyboard. Memory is expected to equal the 128's capacity. The Plus Two will probably retail at £139.95, the base price of Sinclair products announced by chairman Alan Sugar earlier this year.

Production is already well advanced and selected software houses had preproduction machines on which to develop software by the end of July.

'HOOK' CASH FOR BOY GEORGE CLINIC

Princess Di has stepped in to help distribute funds from the anti-drug abuse micro charity tape *Off the Hook*.

In a letter from the assistant private secretary to the Prince of Wales she indicated that a substantial sum — thought to be around £10,000 — of the money so far collected from sales of the tape will go to the Alcohol and Addictions Centre in Newcastle upon Tyne.

A further amount — around £15,000 — held in the Prince of Wales Trust has been given to the Double-O charity which funds the work of, among others, Dr Meg Patterson — recently in the news as the doctor treating Boy George's heroin addiction.



Princess Di: helping to direct Off The Hook funds

NEWS

MIAMI VICE TWINS SHOOT OUT

Prise the drug racketeers out of their lairs in **Miami Vice**, Ocean's latest licensing deal.

The icon-driven arcade game closely follows the BBC TV/Michael Mann series with designer detectives Crocket and Tubbs on the Turbo charged trail of a \$1 million contraband shipment.

Gun-toting Tubbs checks out the locales while Crocket stays, sensibly, with the pastel-shade street machine.

● See preview pages for the whole scam.



ULTIMATE ADD-ON

Looking to expand your Spectrum? Saga — the add-on keyboard manufacturer — has a bright idea.

Called The Compliment, it's a package of nearly every add-on you could want for your machine — all for £342.

Compliment includes a Saga typewriter-style keyboard, 3.5inch disc drive, better than 100

character per second near-letter quality printer and a version of Saga's **Last Word** word processor with built-in **Mail Merge** — all on disc. The whole lot is compatible with both the 48K or 128K Spectrum models and will be official launched at the ZX Microfair in Westminster on September 20. Despite being

designed as a low-cost word processing kit and being over £100 cheaper than Amstrad's successful PCW8256 model David White Saga's boss, says it isn't an Amstrad basher.

● Compliment is just the start for Saga. Three completely new micros will follow, the first before Christmas. All Z80-based again, the range includes a low-cost games machine, more advanced model with improved interfacing and keyboard and the bells-and-whistles version with mouse, Eprom slots and more.

compliment

DRIVE IN GEAR

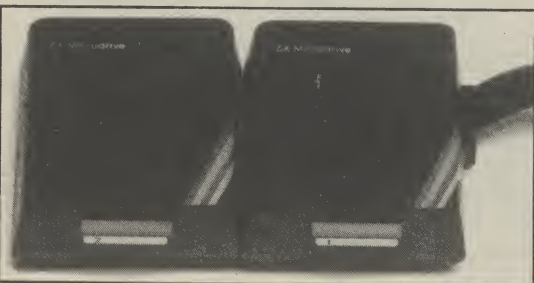
The threatened shortage of microdrive cartridges has been averted by an interim deal between Sinclair Research and manufacturer Ablex.

Ablex is now able to supply blank cartridges to the trade who can then pass them on to QL and Spectrum Microdrive owners.

John Lee, Sinclair's financial director, says: "With monthly demand running at between 50

and 75,000 units, and increasing, we both felt it important to end any confusion over the security and distribution of future supplies".

Ablex holds adequate cartridge stocks to satisfy demand and discussions are going on between the two companies to thrash out a deal for the continued manufacture and supply of cartridges.



SOUNDING NIFTY!

Advanced music technology at a budget price — Cheetah is launching its long-awaited sound sampler and MIDI interface for the Spectrum.

The sound sampler will allow you to sound like *The Art of Noise* or play your pet cat in the privacy of your own bedroom for a mere £44.95.

The MIDI interface is a separate package which will allow the control, via the computer, of synthesizers, drum machines and sequencers.

Price for the MIDI system is £49.95.

TW TMTW THAT WAS THE MONTH THAT WAS

It's here! In less than two weeks the Spectrum Plus Two will be with us.

As the first new Sinclair micro from the Amstrad stable, we're all waiting with bated breath. It should be on show for the first time to the public at the Personal Computer World Show, held at Olympia in London from September 5 to 7.

The Plus Two will be the lowest-priced 128K machine on the market meaning that finally the long-awaited flood of 128K enhanced titles should be released. Selected software houses have already had development versions of the new micro for over two months — all terrifically hush hush — specifically so they can write programs in time for Christmas.

So things are looking good!

Indeed the next few months look very exciting with Sinclair set to be well out in front.

Commodore's problems seem to be deepening day by day with its American PR firm now admitting quite openly that the firm is "struggling". A \$40m advertising campaign for its mega-micro, the Amiga, has been scrapped. It's looking for a loan of another \$135m to last it through to next March! And there's still no UK news of its new 64K model, the Commodore 64C. To cap everything, Commodore seems to have abandoned the home users altogether and has announced it won't exhibit in the home computing hall at the PCW Show — it'll only be showing its business machines.

The weirdest thing of all, though, is Acorn. At least with Commodore you get the feeling that they are trying to do the right things — even if circumstances seem to conspire against them — like having no cash!

Acorn are incredible — in a class of their own. News has leaked that Acorn is planning a new Baby BBC micro to 'compete' with Sinclair and Amstrad. It's a cut-down Master, apparently, with built-in 3.5inch drive and monitor, but the rumours are that it'll be priced in usual Acorn style — well over the top. A figure even as high as £550 has been mooted. Phew!

At that level it might outsell Cray — makers of the multi-million pound super-computers. And they've just broken their record with 20 sold so far this year!

Meanwhile the software scene for the Spectrum has never looked brighter. Word is filtering through — bit by bit — of an unprecedented number of programs under development for the Autumn. From the demo programs and pre-release tapes flooding across our desks it looks very exciting.

Right now cops are in vogue. First *Miami Vice*, then *Dempsey and Makepeace*. Whatever next? *Cagney and Lacey*? *Hill Street Blues*? There can't be that many left ■

POOLSWINNER

THE ULTIMATE POOLS PREDICTION PROGRAM

- **MASSIVE DATABASE** Poolswinner is a sophisticated Pools prediction aid. It comes complete with the largest database available - 22000 matches over 10 years. The database updates automatically as results come in.
- **PREDICTS** Not just SCOREDRAWS, but AWAYS, HOMES and NO SCORES.
- **SUCCESSFUL** SELEC guarantee that Poolswinner performs significantly better than chance.
- **ADAPTABLE** Probabilities are given on every fixture - choose as many selections as you need for your bet. The precise prediction formula can be set by the user - you can develop and test your own unique method.
- **SIMPLE DATA ENTRY** All team names are in the program. Simply type in the reference numbers from the screen. Or use FIXGEN to produce fixture list automatically (see below).
- **DISC/MICRODRIVE COMPATIBLE** Tapes supplied with conversion instructions.
- **PRINTER SUPPORT** Full hard copy printout of data if you have a printer.



Boxed, with detailed instruction booklet

PRICE £15.00 (all inclusive)

NOW AVAILABLE

FIXGEN 86/7

AT LAST! No more struggling for hours to get the fixture list into the computer. FIXGEN has been programmed with all English and Scottish fixtures for 1986/7. Simply type in the date, and the full fixture list is generated in seconds. Fully compatible with Poolswinner. Yearly updates available.

POOLSWINNER with FIXGEN £16.50 (for both)



COURSEWINNER v3

THE PUNTERS COMPUTER PROGRAM

You can develop and test your own unique winning system by adjusting the analysis formula, or use the program in simple mode. Coursewinner V3 uses statistical analysis of major factors including past form, speed ratings, course statistics, prize money, weight, going, trainer and jockey form etc. It outputs most likely winners, good long odds bets, forecasts, tricast etc. The database includes vital course statistics for all British courses. You can update the database - never goes out of date.

PRICE £15.00 (all inclusive) includes Flat AND National Hunt versions.

NOT JUST A TIPSTER PROGRAM, Coursewinner V3 can be used by experts and occasional punters alike.

ALL PROGRAMS AVAILABLE FOR: AMSTRAD CPCs, AMSTRAD PCWs (ADD £3.00), All BBCs, All SPECTRUMS, COMMODORE 64/128, ATARI (48K+), SINCLAIR QL.

Supplied on tape (simple conversion to disc) - except PCW (on 3" disc) and QL (on microdrive)

Send Cheques/POs for return of post service to...



phone 24 hrs



phone 24 hrs

37 COUNCILLOR LANE, CHEADLE, CHESHIRE. ☎ 061-428 7425

(Send for full list of our software)

MEGASAVE FANTASTIC SAVINGS

Yie Ar Kung Fu.....	5.95	Starquake.....	5.95	V.....	5.95
Treasure Hunt.....	5.95	Mantronix.....	5.95	Spitfire 40.....	7.50
Rambo.....	5.95	Silent Service.....	7.50	Flintstones.....	5.95
Hot Shots.....	7.50	Critical Mass.....	6.75	Dark Septor.....	7.50
Equinox.....	7.50	Sold A Million II.....	7.50	Super Bowl.....	7.50
Kungfu Master.....	7.50	W.S.Basketball.....	5.95	The Planets.....	7.50
Ace.....	8.00	Cauldron II.....	6.75	Hartland.....	7.50
Grph. Adv. Creator.....	19.50	Paper Boy.....	5.95	Finest Hour.....	7.50
Hyjack.....	7.50	Mandragore.....	7.50	Stainless Steel.....	7.50
Price of Magick.....	7.50	Tomahawk.....	7.50	Battle of Planets.....	7.50
Bounces.....	7.50	Nemesis.....	5.95	Penta Gram.....	7.50
World Cup Carnival.....	7.50	Saboteur.....	6.75	Gunfright.....	7.50
The Boggit.....	5.95	Back to Skool.....	5.25	Gladiator.....	6.75
Hyper Sports.....	5.95	Friday the 13th.....	6.75	Trap door.....	6.75
F.B. Boxing.....	5.25	Graham Gooch.....	7.50	Dessert Rats.....	7.50
NF Open Golf.....	7.50	Sweevo's World.....	5.95	McGuigan Boxing.....	5.95
Exploding Fist.....	6.95	Splitting Images.....	5.95	Lazer Basic.....	12.50
Hunchback Adventure.....	5.95	Terror Trantoss.....	5.95	Ping Pong.....	5.95
Quazatron.....	6.75	3 Week Paradise.....	7.50	Star Strike II.....	5.95
Fairlight.....	7.50	Commando.....	7.50	Heavy on Magick.....	7.50
Terrormolinos.....	5.95	Snowqueen.....	7.50	Fist II.....	6.75
Time Trax.....	7.50	Enigma Force.....	7.50	Toad Runner.....	5.95
Who Dares Wins II.....	5.95	Tau Ceti.....	6.75	Winter Games.....	5.95
Pyracyse.....	7.50	Mugsy's Revenge.....	5.95	Art Studio.....	12.50
Dynamite Dan II.....	5.95	The Rock 'n' Wrestle.....	6.75	Colossus chess four.....	7.50
Action Reflex.....	5.95	Virgin Atlantic.....	5.95	Turbo Esprit.....	6.75
Rescue Fractulus.....	5.95	FA Cup.....	5.95	West Bank.....	5.95
Elite.....	11.25	Roller Coaster.....	5.25	Roller of the Tiger.....	7.50
Bounder.....	7.50	Botham's Cricket.....	5.95	Movie.....	5.95
Pub Games.....	7.50	Strike Force Harrier.....	7.50	Tantalus.....	6.75
Fighting Warrior.....	5.95	The Pawn.....	7.50	30 Games.....	7.50
Mermaid Madness.....	7.50	Theatre Europe.....	7.50	Back to Future.....	7.50
I.C.U.P.C.....	6.75	Mickie.....	5.95	Max Headroom.....	7.50
Bomb Jack.....	5.95	Mindstone.....	6.75	Ghosts & Goblins.....	5.95
Zoids.....	5.95	Johnny Reb II.....	7.50	Spin Dizzy.....	5.95
Green Beret.....	5.95	Nexus.....	7.50	Mission Omega.....	7.50
Dragons Lair.....	7.50	Sky Fox.....	6.75	Jack the Nipper.....	5.95
Biggles.....	7.50	Alien Highway.....	5.95	Batman.....	5.95

Postage included UK. Please state which micro. Fast Service.

Send cheque/PO to: MEGASAVE, Dept SU8

49H Sutherland Street, Victoria, London SW1

Mail Order only



SPEEDYSOFT

024 026 3703 (24 HRS)

ALL ORDERS NORMALLY DESPATCHED
THE SAME DAY WE RECEIVE THEM

SEND £1 (refunded with first order) for 48-PAGE ILLUSTRATED CATALOGUE.

VERY BIG CAVE ADVENTURE 48/128

"Has done to adventure what Fergus McNeil did to Lord of the Rings and very funny it is too ... text descriptions are very long and very funny, graphics are clear and instantly drawn." (Your Computer 06/86)

Spectrum 48/Spectrum 128. (CRL) Cassette £7.95

THE PLANETS 48 + 128

Separate versions for 48K and 128K Spectrum. Both have the same programs, which use over 125K of memory to bring you the most amazing graphic space adventure yet with another game on the second side of the tape. State Sp48 or Sp128 cassette (Martech) £9.95.

WATERLOO 48 + 128

"An exciting simulation ... plays fast and a game lasts no more than an hour or so ... lots of fun, fairly realistic in its results and ideal for inexperienced wargamers." (Sinclair User 01/86) "A classic game for a classic subject." (Crash! 12/85)

State Sp48 or new Sp128 cassette. (Lothlorien) £9.95.

DESSERT RATS 48 + 128

"An example of what computer wargames should do about and sets a new impressive standard for others to follow." (Sinclair User 03/86) "A truly massive game that strives to retain every historical point." (Crash! 03/86) Sp48 and enhanced Sp128 on side B. (CCS) £9.95.

"STUNNING SPEED, FANTASTIC SERVICE" (E. CHIN HO SAN, MALAYSIA)

SPLITFIRE 40. 48 + 128

"One of the best flying simulators on the Spectrum today ... definitely the game to be bought. 90%." (Crash! 03/86) "One of the best flying simulators ... the combat sequences are very good." (Computer Gamer 04/86) State Sp48 or new Sp128 cassette. (Mirrorsoft) £9.95.

LASER GENIUS 48/128

"In terms of features, facilities and options, Leisure Genius is flawless. It's not going to be mastered in a few hours, but once you've got the hang of it, it will do everything but write your programs." (Pop Comp Weekly 05/86) Sp48/Sp128. (Ocean) 2 cassettes £14.95.

1986 HACKER'S HANDBOOK

"An extremely useful handbook for anyone with a modem who wishes to explore a bit further than the pages of Micronet." (Sinclair User) New 168-page paperback edition of the original best-seller has been expanded by 20% and updated throughout. (Century/Hutchinson) £6.95

THE STICK

"With about half an hour's practice, you will be able to beat all your high scores due to the extra-fast response." (CompuNet) "Very sensitive and less tiring to use than conventional joysticks." (Your Computer). The amazing baseless joystick. Sp48/Sp128. (Lightwave) £13.00.

THE WRITER 48 + 128

"One of the most complex word processors on the market, but the use of pull-down menus and the HELP facility make it one of the easiest to use." (Sinclair User 05/86) State Sp48 (£14.95) or Sp128 (£17.95).

"YOUR NEW CATALOGUE IS BRILLIANT!" (C. GRIMSHEI, NORWAY)

SWORDS & SORCERY 48 + 128

"The best version of Dungeons and Dragons ever produced on a computer." (ZX Computing 02/86) "Impressive graphics and brilliant animation, showing in the best way possible the excitement of exploring monster-filled dungeons." (Crash!) State Sp48 or Sp128. (PSS) £9.95.

THE PRICE OF MAGIC 49/128

Level 9's latest 200+ location graphic adventure, a sequel to 'Red Moon.' 1,000-word vocabulary, better than 50% text compression. Type-ahead and multi-tasking, so you never have to wait while a picture draws. Expanded 128 version on side B. Sp48/Sp128. (Level 9) £9.95.

HEAVY ON THE MAGIC 48/128

"At last graphics and text have been combined in a really satisfying way." (Sinclair User 06/86) "A brilliant game, it will appeal to arcade adventurers and D&D fiends alike ... Miss this at your peril." (Computer & Video Games 06/86) Sp48/Sp128. (Gargoyle) £9.95.

HOW TO ORDER

UK prices include VAT. Export prices are the same, because of the extra work involved. Remember to add postage & packing: UK £1 per order; Europe £1.50 per program; Outside Europe £2.00 per program. Satisfied customers in 64 countries. To order quote reference 'SU46'.

BY PHONE: Call 024 026 3703, 24 hrs a day. Leave your name, address, phone no., order, computer type, credit card number, expiry date.

BY POST: Send your order to SPEEDYSOFT, The Blacksmiths, Radnage Common, Bucks HP14 4DH, England. Make sterling cheque/PO payable to Speedysoft. Don't forget to add p&p.



VISA
ACCESS
EUROCARD
MASTERCARD



NEWS

NEW HOPE FOR QL AS QLAID FORMS

More help is at hand for the QL. The pressure group, QLAid — involving most of the top firms supporting the QL, formed to save the QL from Amstrad — now seems to be making progress.

One member of the QLAid group, A+ Computer Response, has already purchased the rights to QL products in the US. The company has so far invested a large sum of money to market the QL for the first time in the US.

In Britain two companies have approached Amstrad in another attempt to buy the UK rights for QL manufacture and marketing. A source close to the deal would not name the companies concerned but confirmed that both were waving around sufficiently large cheques to make agreement possible.

QLAid, itself will be officially launched at the *Personal Computer World Show* in September. The organisation includes software and hardware suppliers from Europe, the USA, Greece, Spain and the Far East. The main supporters of the project are Transform, *QL World*, Eidersoft and Danish distributor Helmut Stuver. Transform is co-ordinating the production of a roadshow stand which will visit computer events to promote interest in the computer.



Cheetah Mach 1

Suddenly joysticks are everywhere! Mach One is the ultimate joystick according to Cheetah. It has four sensitive fire buttons — two in the handle, two on the special-shaped base. It knocks out at £14.95.

And then there's the Magnum joystick, the first hardware product from budget game giant Mastertronic.

The Magnum will be available soon from most high street stores and costs between £12 and £14.

QUARK STRANGENESS CHARM

● Masterswitch is a nifty device to take the mess out of tangled television computer and video aerials. The black plastic unit plugs into your TV aerial socket and takes three source aerial leads — computer, video, and conventional TV input. Masterswitch costs £12.95 and is available from Laskeys.



● Tandata has slashed £20 off the price of its QL modem system.

The package — including Q-Connect, Q-mod and Q-Call is now available for £79.99. Q-Connect, the base unit with buffered RS-232 and comms software, can be purchased separately for £49.99 or together with Q-Mod, the unit's V23 modem, for £59.99. Q-Call will now cost £29.99.

Details from Tandata Marketing, Albert Road North, Worcestershire WR14 2TL. Tel: 06845 68421.

● Does your Spectrum slip across the table while you're playing the latest coin-op conversion? You need... Stopslip. This anti-slip mat from Cobinic is the ultimate in Spectrum hip and trendiness. Just drop it on the table and your Spectrum will never be a skateboard again. Sounds very tacky. If you want one call (0483) 505260.

● The Collins *Gem Dictionary of Computing*, compiled by Ian Sinclair, provides information on more than 2,000 terms — from Access to Zero compression. The dictionary costs just £1.95 and is available from most book shops or by mail-order from Collins, 8 Grafton Street, London W1X 3LA.

SEE US AT THE BIG SHOW

The 9th *Personal Computer World Show* is on from September 5 to 7 bringing together Sinclair, Amstrad, Commodore and Atari, as well as a host of software houses. Admission is £2.00 and the doors open at 10am.

Sinclair User will be there. We're on Stand 3041 and we look forward to seeing ya!

What to look out for:

Activision, Addictive, Alligata, Amstrad, Beyond, Bubble Bus, CDS, Cheetah, CP Software, CRL, Cumana, Digital Integration, Domark, Duckworth, Durrell, Eidersoft, Elite, Firebird, Gargoyle, Gemini, Geoff's Records, Gremlin, Hewson, Interceptor, Kempston, Level Nine, Llamasoft, Mastertronic, Melbourne House, Micronet 800, Mikro-Gen, Miracle Technology, Mirrorsoft, Modem House, Ocean, Opus, Orpheus, Pace, Piranha, Prospero, Psion, PST, Qume, Rainbird, Ram, Robotek, Romantic Robot, Sagesoft, Sinclair Research, Softek, Tasman, Technology Research, Transform, Tynesoft and US Gold.

KING CHIP'S TRIVIA IS PUT ON TRIAL

King Chip, from XYLYX Computer Entertainment (XYLYX? That's what it says!) is a computer version of *Trivial Pursuit*. Not a computer game like Domark's but a new board game about computers. Up to six players can play answering graded

questions in a race to the computer Throne of Knowledge.

You move your coloured chip around a track on the board and the player to reach the centre first wins.

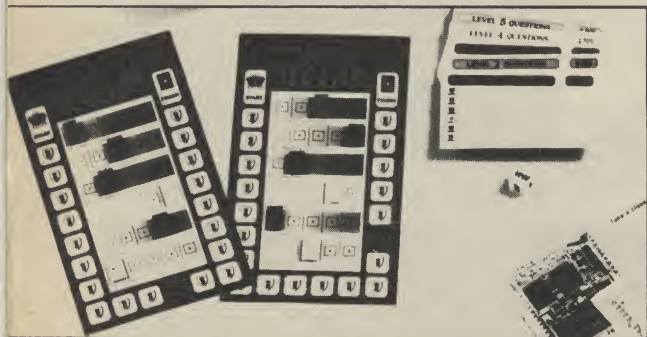
Questions are in six categories: data communications, history and current

events, hardware, jargon and acronyms, potpourri and software. These are further divided into five levels of difficulty (it's getting confusing already).

Did you, for instance, know that Atari is the Japanese word for warning or that Burger King restaurants awarded a \$3,000 scholarship to an American student who embezzled MacDonald's? You'll need to, to play *King Chip*.

Every question seems certain to teach you something new and totally useless about computers.

More information about the game, which costs £29.95, can be obtained from Anglesey Consultants, PO Box 1, Beaumaris, Anglesey, Gwynedd.



FREE**FREE****FREE**

Spectrum Owners

Spectrum Owners

FREE #**Beta Interface**

When You Buy a Disk Drive

A Very Special PROMOTIONAL OFFER !
For a LIMITED PERIOD !

Beta 128	£109.25
1 MB 3.5"	
Single Drive	£159.00
RRP	£268.25

YOU PAY £159.00

Beta 128	£109.25
2 MB 3.5"	
Twin Drive	£259.00
RRP	£368.25

YOU PAY £259.00

* £5.25" drive please add £20.00 for single and £40.00 for twin.
* Add £8.00 for delivery by Securicor.

MAIN FEATURES :**BETA and DISK DRIVE**

- | | |
|------------------------------|---|
| * Magic Button | * High Quality Disk Drive |
| * Random Access | * 80 Track Double Sided |
| * Double Density | * Ultra Slimline |
| * Supports 4 Drives | * Matching Black Finish |
| * Interface I Compatible | * 1 Year Full Guarantee |
| * Spectrum 48/128 Compatible | * Disk drive is complete with power supply |
| * Sequential File Handling | * Single drive can be upgraded to twin drive. |

Also

S-PRINTSpectrum 128 Centronic
Printer Interface ~~£29.00~~ **£19.00**

(£2.00 p & p)

Cut this

FREE INTERFACE OFFER

Coupon To :

TECHNOLOGY RESEARCH LIMITED, Unit 18 Central Trading Estate, Staines, Middlesex. Tel: 0784-63547

Please send me : _____

Cheque/PO enclosed : (plus £8.00 carriage) _____

NAME : _____

ADDRESS : _____

Tel : _____

Offer is subject to availability

All prices are for UK only and inclusive of VAT

You need to use this coupon to claim your free Beta Interface



▲ In the top slot. Ghosts 'n' Goblins



▲ Tip for the No 1: Bobby Bearing

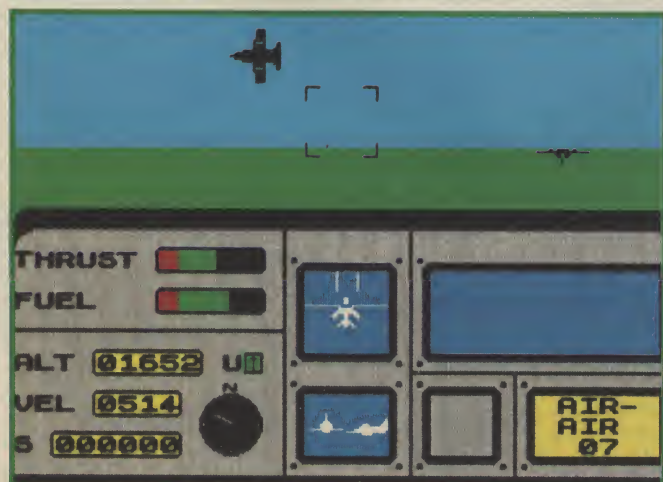


▲ Longest on the chart: Incredible Fireman

1	(4)	GHOSTS 'N' GOBLINS	CLASSIC	ELITE	£7.95
2	NEW!	JACK THE NIPPER		GREMLIN GRAPHICS	£7.95
3	NEW!	KUNG FU MASTER		US GOLD	£7.95
4	NEW!	MOLECULE MAN		MASTERTRONIC	£1.99
5	(5)	NINJA MASTER		FIREBIRD	£1.99
6	(2)	KNIGHT TYME		MASTERTRONIC	£2.99
7	(6)	GREEN BERET		IMAGINE	£7.95
8	NEW!	THEATRE EUROPE	CLASSIC	PSS	£9.95
9	(7)	HEAVY ON THE MAGICK	CLASSIC	GARGOYLE	£9.95
10	(11)	INCREDIBLE SHRINKING FIREMAN		MASTERTRONIC	£1.99
11	(1)	WORLD CUP CARNIVAL		US GOLD	£9.95
12	(12)	BIGGLES		MIRRORSOFT	£9.95
13	(3)	BATMAN	CLASSIC	OCEAN	£7.95
14	NEW!	FORMULA 1 SIMULATOR		MASTERTRONIC	£1.99
15	NEW!	BOBBY BEARING		THE EDGE	£7.95
16	(18)	WAY OF THE TIGER		GREMLIN GRAPHICS	£9.95
17	NEW!	CON-QUEST		MASTERTRONIC	£2.99
18	(10)	QUAZATRON	CLASSIC	HEWSON	£8.95
19	(15)	THEY SOLD A MILLION II		HIT SQUAD	£9.95
20	(14)	BOMB JACK		ELITE	£7.95

HOTTEST CLIMBERS

Hottest new releases this month: **Ace** is an excellent flight simulation which doesn't forget that blasting things out of the sky is all part of the fun; **Hijack** — political powerplay



Another classic arcade conversion from Elite.
Fiendishly difficult

★★★★★

Cartoon graphics and masses of brain teasers.
This'll sort out who are the wimps

★★★★★

Routine conversion from the C64 on which little
thought or effort seems to have been expended

★★★☆☆

Imaginative, surreal and addictive. Packs more
punch than superficially similar offerings

★★★★★

Poor quality. Not the Exploding Fist type game
it may seem. Avoid

★★☆☆☆

Eccentric space odyssey. A brilliant animated
adventure at a budget price

★★★★★

More challenging than Commando. With more
strategy required it wins hands down

★★★★★

Opportunity to play out the armageddon
scenario. Chilling realism with graphic simplicity

★★★★★

At last, an adventure combining graphics and
text really satisfactorily. Great

★★★★★

Fairly standard arcade adventure. Hardly
earth-shattering graphically

★★★★☆

The graphics are so bad, they're funny. Easily
the worst tie-up yet

★★☆☆☆

Four games for the price of one. It's one of the
better film tie-ins

★★★★☆

Nicely atmospheric and extremely addictive.
It'll drive you batty

★★★★★

Played like Pole Position. The idea of using a
sellotape tin as a steering wheel is great

★★★★☆

A late release in the Marble Madness epidemic,
but very, very nice

★★★★★

Bigger, better and brighter than the other
oriental combat games. Fist, but better

★★★★★

Tired variant of Atic Atac graphics and playing
style. Should long ago have been laid to rest

★★★☆☆

Marble Madness and some. A magnificent
program that 'll have you hooked

★★★★★

Four old hits: Bruce Lee, Matchday, Matchpoint
and Knight Lore. A mixed bag

★★★★☆

A sort of unpredictable Chuckie Egg with
shades of Pacman. Great fun. Good conversion

★★★★☆

and limited time in this icon controlled hijack
simulation, and **Pyracurse** — a
sophisticated 3D romp through Lost Arc
territory. All ready to leap into the Top 20



CHART ★ ★ ★ ★

BREAKDOWN

ARCADE		
1	GHOSTS 'N' GOBLINS	ELITE
2	JACK THE NIPPER	GREMLIN
3	KUNG FU MASTER	US GOLD
4	MOLECULE MAN	MASTERTRONIC
5	NINJA MASTER	FIREBIRD

ADVENTURE		
1	HEAVY ON THE MAGICK	GARGOYLE
2	KENTILLA	MASTERTRONIC
3	PRICE OF MAGIK	LEVEL 9
4	SEABASE DELTA	FIREBIRD
5	THE HULK	AMERICANA



▲ Jack the Nipper



▲ Theatre Europe



▲ Molecule Man



▲ Graphic Adventure Creator

STRATEGY SIMULATION		
1	THEATRE EUROPE	PSS
2	WORLD CUP CARNIVAL	US GOLD
3	RUGBY LEAGUE MANAGER	ARTIC
4	ELITE	FIREBIRD
5	SAMANTHA FOX STRIP POKER	MARTECH

WORKOUT		
1	GRAPHIC ADVENTURE CREATOR	INCENTIVE
2	ART STUDIO	RAINBIRD
3	LASER GENIUS	OCEAN
4	LASER BASIC COMPILER	OCEAN
5	BRIDGE PLAYER 3	OCF

BUDGET		
1	MOLECULE MAN	MASTERTRONIC
2	NINJA MASTER	FIREBIRD
3	KNIGHT TYME	MASTERTRONIC
4	INCREDIBLE SHRINKING FIREMAN	MASTERTRONIC
5	FORMULA 1 SIMULATOR	MASTERTRONIC

For Your SPECIAL OFFERS SPECTRUM/PLUS/128K

QuickShot II

INCLUDING INTERFACE
PLUGS STRAIGHT INTO SPECTRUM/PLUS

ONLY **£14.99** POST FREE

- TOP + TRIGGER FIRE BUTTON
 - AUTO FIRE MODE
 - KEMPSTON COMPATIBLE
 - STABILIZING SUCTION CUPS
 - SPECTRUM OR PLUS • UNBEATABLE OFFER
- SEND FOR INSTANT DESPATCH



PRICE BREAKTHROUGH SWITCHABLE JOYSTICK INTERFACE

ONLY **£9.99** POST FREE

- ALL THREE SYSTEMS AT THE FLICK OF A SWITCH
- 'KEMPSTON' - 'CURSOR' - 'INTERFACE II'
- ACCEPTS ANY 9 PIN JOYSTICK - INCLUDING RAPID FIRE MODELS • SPECIAL OFFER!!

Buy with QUICKSHOT II complete for only **£15.99** SEND NOW



Now you can backup all your Spectrum Games POST FREE to Microdrive or Tape.

ONLY **£19.99**

- Simply press a button to "freeze" the program.
- Save to micro drive or tape
- Special program compacting techniques
- Add pointers to make custom versions
- Backups will restart at the point they are "frozen"

WITH BUILT IN JOYSTICK INTERFACE (KEMPSTON SYSTEM)

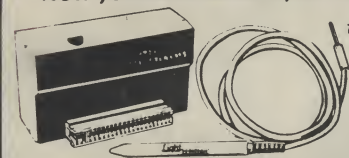
ROBOTICS & MODEL CONTROL Made easy on your Spectrum

- 4 independently controllable outputs for robotics, motors, lights, etc.
- 8 independent inputs for sensing etc.
- This is the unit that the "Lego" publication "Make and Program your own Robots" was based on • Complete with all cables • Easy to use.

£29.99
POST FREE



Now you can create Superb Graphics easily with



the New **Lightwriter**
NOW ONLY **£14.99**
POST FREE
Lightpen comes complete with Interface & Software

- * Just plug in the Datel Lightwriter and draw circles, squares, rectangles, make superb hand drawings, paint, fill, erase, choose inks, paper, colours • Save your results into memory (48K) and use in animation or save onto tape to use in your own games • All functions selected from screen menu with the lightpen.
- * Unbeatable value • * Nothing more to buy.

SEND NOW AVAILABLE FOR IMMEDIATE DELIVERY

Digital Sound Sampling Technology. NOW Available on your Spectrum



Complete unit and Software Package
£49.99 POST FREE

* Digital Sound Sampling has only previously been available for large micros and costing at least 10 times the amount • The Sound Sampler allows you to record "Digitally" any sound into memory and instantly replay it at any pitch, forwards, backwards, ascending scale, compressed, expanded, with echo, endlessly looped, etc. • Supplied complete with Software package to facilitate the above operations, plus on screen "Voice Prints" • Frequency Plotting • With on screen keyboard • drum kit • whole system symphony could be produced from a single Sample Sound • This is a professional unit featuring 8 Bit D to ADC converters as used in Digital equipment now sweeping the music world • Although the unit is not a toy, giving truly astounding results for the musically inclined, we have incorporated a games interface to allow you to use Sound Sampling in your own games etc. • so the Sound Sampler would be of interest to everyone



HOW ABOUT WITH SOUND? UNBEATABLE OFFERS!!



Games Ace features:
KEMPSTON COMPATIBLE • JOYSTICK INTERFACE
ACCEPTS ANY 9 PIN JOYSTICK INCLUDING RAPID FIRE MODELS
PLUS DELIVERS THE SOUND FROM YOUR GAMES THROUGH TV SPEAKER (Fully controllable)
ONLY **£10.99** or complete with QuickShot II only **£17.99**

WHILE STOCKS LAST
MULTI-FEATURE INTERFACE
SPEECH SYNTHESIZER & JOYSTICK INTERFACE
• Speech Synthesizer with unlimited vocabulary
• Joystick Interface (Kempston System) • Boosts the sound from games through TV speakers!! ALL IN ONE UNIT AVAILABLE NOW!!
ONLY **£17.99** POST FREE



USUALLY SAME DAY DESPATCH ON ALL ORDERS
SEND CHEQUES/P.O.'S TO:
UNITS 8/9
FENTON INDUSTRIAL ESTATE,
DEWSBURY ROAD, FENTON,
STOKE-ON-TRENT TEL: 0782 273815



SHEKHANA COMPUTER SERVICES

SPECTRUM	RRP	OUR PRICE	SPECTRUM	RRP	OUR PRICE
Pyrarcuse	9.95	7.50	Sold A Million 2	9.95	7.50
*Paper Boy	7.95	5.95	Skyfox	8.95	6.75
Splitting Personalities	7.95	5.95	Batman	7.95	5.95
Equinox	7.95	5.95	Superbow	9.95	7.50
Mantronic	7.95	5.95	Red Hawk	9.95	7.50
Bobby Bearing	7.95	6.50	Biggles	9.95	7.50
Theatre Europe	9.95	7.95	Turbo Esprit	8.95	6.75
Ian Bothams Cricket	7.95	5.95	Allen Highway	7.95	5.95
Dynamite Dan 11	7.95	5.95	Enigma Force	9.95	7.50
*Exploding Fist II	9.95	7.95	Saboteur	8.95	6.75
Ace	9.95	7.95	Critical Mass	8.95	6.75
Cauldron II	8.99	6.99	Way of the Tiger	9.95	7.50
Pub Games	9.95	7.50	Strike Force Harrier	9.95	7.95
Arnhem	9.95	7.50	Ghost and Goblins	7.95	5.95
Jack the Nipper	7.95	6.50	Empire	9.95	7.50
Quazatron - C1	8.95	6.75	Cliffhanger	7.95	5.95
Bomb Jack - C1	7.95	5.95	The Art Studio (OCP)	14.95	12.95
Elite - C1	14.95	11.95	Yie Ar Kung Fu	7.95	5.95
Commando	7.95	5.95	Toad Runner	8.95	7.50
Lord of the Rings	15.95	12.95	Movie	7.95	5.95
Fairlight	9.95	7.50	Desert Rats - C1	9.95	7.50
I.C.K.U.P.S.	8.95	7.50	Winter Games	7.95	5.95
Tomahawk	9.95	7.50	Beach Head II	7.95	5.95
Sword and Sorcery	9.95	7.50	B. McGuigans Boxing	7.95	5.95
Sweevox World - C1	7.95	5.95	Kung Fu Master	7.95	5.95
Rock and Wrestle - C1	8.95	6.75	Heavy on the Magic	9.95	7.50
Who Dares Wins 2	7.95	5.95	Rabel Planet	9.95	7.50
The Challenge Game	7.95	5.95	Red Moon	6.95	5.95
Gun Fight	9.95	7.50	World Cup Carnival	9.95	7.95
Star Strike II	7.95	5.95	Bounces	9.95	7.50
Southern Belle	7.95	5.95	Graphic Adven Creator	22.95	19.95
Mugsy's Revenge	7.95	5.95	Artist	12.95	9.95
Mermaid Madness	9.95	7.50	Graham Gooch	9.95	7.50
Fighter Pilot	7.95	5.95	Kirel	9.95	7.50
Blockbusters Gold Run	9.95	7.50	Computer Hits 2	9.95	7.95
Ping Pong	7.95	5.95	Core	9.95	7.95
The Planets	9.95	7.50	Rescue on Fractalus	9.99	7.50
Spit Fire 40 - C1	9.95	7.50	Time Trax	9.95	7.50
Hi Jack	9.95	7.50	Office Master	15.00	12.95
The Price of Magic	9.95	7.50	Nexus	9.95	7.50
Southern Belle	7.95	5.95	Action Reflex	7.95	6.50
Hunchback 3	7.95	5.95	** Spectrum 128 Titles	9.95	7.50
Jet Set Willy II	6.95	5.50	International Match Day	9.95	7.95
Any Mastertronic Games	1.99	1.99	Gladiator	9.95	7.95
Monopoly	9.95	7.95	The Writer	14.95	11.95
Jack the Nipper	8.95	6.95	Light Tyme	2.99	2.99
Mini Office	5.95	4.99	Ballblazer	9.95	7.95
Sai Combat	6.95	5.95	Hacker	9.95	7.95
Mindstone	8.95	7.50	The Music Box	9.95	7.95
Rambo	7.95	5.95	Rock N Wrestle	8.95	6.75
Ram Turbo Interface	18.00		Nodes of Yesods	9.95	7.95
Quick Shot II Joystick	8.95				

C1 - Also runs on Spectrum 128K

All prices include P&P in UK. Europe add £1 per tape. Elsewhere at cost.
Cheque/PO payable to: S.C.S (SIUS) PO Box 394 London N15 6JL.
Telephone 01-800 3156. SAE for list. *Please refer for availability.

If you would like to pick up your discount software from our shop, please bring your copy of this advert for above discounts. To
SCS, 221, Tottenham Court Road, London W1R 9AF.
(Near Goodge Street Station).
Open 6 days a week 10.00-18.00.



Barclaycard and Access hotline ring 01-631 4627 or 01-800 3156.
Credit Card orders dispatched same day (subject to availability).



NEW FUTURE SOFTWARE

OUR PRICES ARE EVEN BETTER - NOW YOU CAN ORDER BY FREEPOST

Buy two titles from the list below and choose one of the following software project titles free: FRED'S FAN FACTORY, LOONEY LANDER, SHUTTLE SHOCK, SUPER CHOOOPER, FLIP FLOP, ZIGGUART

This is a SMALL selection of our spectrum games

	RRP	OUR PRICE
FIRE ON WATER	9.95	2.50
FLIGHT FROM DARK (both include paperback book)	9.95	2.50
DISKS OF DEATH	7.95	2.99
BRIAN BLOODAXE	7.95	1.99
MINDER	9.95	2.99
ZORRO	7.95	3.95
WINTER SPORTS	9.95	3.95
HEATHROW AIR TRAFFIC CONTROL	7.95	2.99
BEACHEAD	7.95	2.95
OCP PLUS 80 STOCK MANAGER	18.95	3.95
LORD OF THE RINGS	14.95	7.95
VIDEO POOL	7.95	2.99
BEACH HEAD 2	8.95	4.25
NEVER ENDING STORY	9.95	3.95
IMPOSSIBLE MISSION	7.95	3.95
RUGBY MANAGER	9.95	2.99
LORDS OF MIDNITE	9.95	2.99
THE ILLUSTRATOR	18.95	6.95
AVALLON	7.95	3.25
GEOFF CAPES STRONG MAN	7.95	2.99
CAMBRIDGE MICRO SWITCH JOYSTICK AND PROGRAMABLE INTERFACE	29.95	9.95

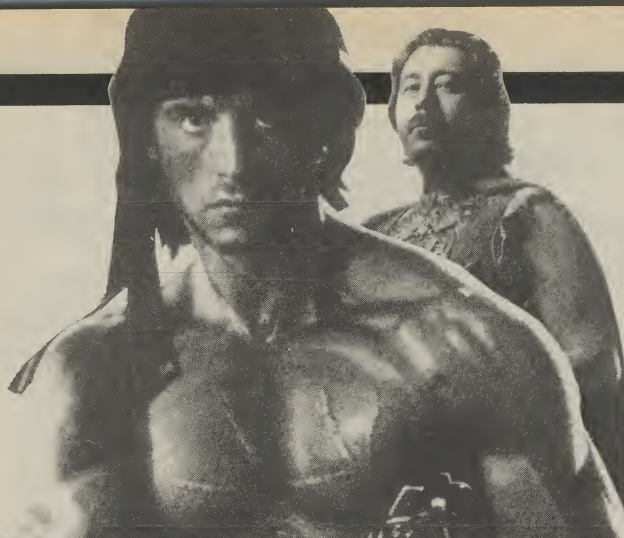
Catalogue available for:
CBM 64, AMSTRAD, VIC 20, BBC, ELECTRON, ATARI

This is just a small section of games on offer. Send now for our catalogue S.A.E.
please. Overseas order add £1 P&P per order

ALL PRICES INC VAT & P&P CHEQUES POSTAL ORDERS TO:

NEW FUTURE SOFTWARE FREEPOST (no stamp needed) Dept SU9

and send to: 4 Rowanburn, Canonbie, Dumfries, Scotland DG14 0HR
AUTOMATIC FREE MEMBERSHIP TO NEW FUTURE SOFTWARE CLUB WITH FIRST ORDER OR CATALOGUE REQUEST... INCLUDES MONTHLY NEWS SHEET WITH LOTS OF SPECIAL OFFERS & DISCOUNTS SOFTWARE PLEASE STATE 2ND CHOICE TO AVOID DISAPPOINTMENT
ORDER ENQUIRIES ON (05415) 539 18PD938



Rambo, Gordo and other great questions

AFTER READING the letter headed 'User Podium for Politics' in the August issue I was disgusted to say the least.

Gabby obviously needs his head examining. Trade Unions dangerous? Where would the Proletariat be without them? And why not mix politics with computers, or anything else for that matter?

How dare this idiot Gabby call *Sinclair User* a *Computer and Vegetable Games* clone? Gabby is obviously an idiot — I mean he says he's a friend of Rambo!

Anyway you guys at *Sinclair User* were immediately forgiven when I turned to Page 16 and saw a letter penned by my comrade Paul Kelly. I congratulate him publicly — Kelly's doing a great job in the PR department. And I agree with him that Ultimate are out! **Kirel** and **Elite** are fab, and **Quazatron** deserved six stars. **Michael Wilson** (Founder and Leader of the Humanitarian Democratic Communist Party) **Cheslyn Bay** **Nr Walsall** **Staffs**

PS Bet you're pretty chuffed I've written to you three times now!

I WOULD like to reply to Paul Kelly (August issue) who made rather unflattering remarks about myself and **Cyberun**. First he says **Space Invaders** looks like **Elite**. This is true but both games are equally as boring.

But it is criticising Ultimate's masterpiece that particularly annoyed me, if he likes **Kirel** he must be mad and take note Kelly, you scum, you must be the worst arcade player out if you can't finish **Knight Lore**. **James** 'not such a complete idiot' **Baldock**, **Waterbeach** **Cambs**

IT IS sickening to see the treatment that Ultimate has been subjected to over the last couple of months.

Firstly, unending criticism over using 'Fimation' and then, when Ultimate changes the



The Ultimate solution formula, it is slated as a rip-off of one of their earlier games.

Funnily enough, while scores of software houses use the same type of graphics as 'Fimation' only the pioneers of the system are accused of repetition. *Sinclair User* has had bad words to say about Ultimate since **Gunfricht**. What's so different about **Pentagram** that it gets three stars, while **Movie**, and **Fairlight** get classics?

But we never hear any cries of 'Oh no! Not another **Marble Madness** clone'. **Gyroscope**, **Quazatron** and **Spindizzy** all very similar games, have all been awarded five stars. I'm not saying these games are sub-standard. But I have also played the Ultimate games, and thought them just as good.

Adrian Walker
Praa Sands
Cornwall

PS. I hope you have a nice clean wastepaper basket to throw this superb letter into!

● *Yup! There it goes, straight into the round filing cabinet*



LETTERS

Software rescue for 128

HAVING bought the new Spectrum 128 at top whack of £179 when it first appeared, I am beginning to feel more and more cheated by Sinclair/Amstrad.

First the price drops £40 just weeks after I bought it. And now when you tell us about the Plus 2, which sounds just like a rehoused Spectrum 128 (is it?)

I am now very annoyed with the way I have been treated.

Scott Liddle
Billingham
Cleveland

● *Unfortunately, that's progress. There never is a particularly good time to buy a micro because machines are still developing at an astonishing rate. It may seem very unfair but otherwise we'd all still be buying ZX81s!*

The Plus 2 looks like it will indeed be a rehoused 128 with a built-in cassette player.

I HAVE OWNED a Sinclair 128K since the day it was released at Dixons.

I have over 100 games and programs including **Knight Lore**, **Elite**, **Nightshade** and many others mentioned as being incompatible. This is not true! I have not found any compatibility problems with any item of Spectrum Software (in 48K mode).

Perhaps people should spend less time complaining and more time getting the volume and tone right.

K M Windsor
Haslemere
Surrey

● *Most software firms have now changed their incompatible programs so they work on the 128 in 48 mode.*

I'VE RECENTLY bought a 128K Spectrum. Great, I thought, as I read through the leaflet of 128K games, an up-graded **Matchday**, an up-graded **Spitfire 40** and up-graded **Bored of the Rings**.

I quickly saved up my precious pennies, all 995 of them and rushed to our nearest town. I must have asked for **International Matchday** a thousand times, all I got was 'sorry'. The only 128K game anywhere was **Gladiator**. How about a bit of service from the shops?

Simon Walker
Filey
North Yorkshire

● *Suddenly there's a whole host of 128 up-rated programs appearing so the situation should improve considerably. In this issue you'll find **Ghostbusters 128** and **Elite 128**.*



A misunderstood machine?

Master of the Universe

I HAVE to complain about Graham Taylor's review of **Ninja Master**.

I enjoy the game a lot and have managed to achieve Green Belt with a score of over 40,000.

Tell Firebird and Ninja's author Tron someone loves them.

Mark Fullbrook
Colchester
Essex

● *Firebird and Tron — 'someone loves them'.*



As above and so below

I WAS very glad that your reviewer John Gilbert found the **Professional Astrologer** program for the QL so competent. Unfortunately his underlying ideas about what astrology is appear to be somewhat confused.

Perhaps the easiest way to look at astrology is to start with the Moon. We all know that the Moon influences tides and sensitive people. If you bear in mind that humans are composed of 97% water then it is not unlikely that the Moon affects us all! Astrology takes



Life the universe and everything. . .

this idea a step further by saying that all the planets exert an influence on us all in some way, and affect the way we are disposed towards life and the challenges it presents.

Through all this it is possible not only to ascertain how individuals will be inclined towards "property, money and friendships" (a ridiculously simplistic view) but how they will be inclined towards every area of life.

Equally, it seems hasty to say of a computer program that it indicates whether 'your life will be trouble-free or not'. Lovely though that idea may be, I haven't met the person whose life is trouble-free yet! All astrology can do is to point out which areas troubles are likely to be in.

I'm sure that **Professional Astrology** has a lot going for it, and certainly hope it stimulates interest in astrology as an art.
Mike Scialom
Whyteleafe
Surrey

● John Gilbert replies: My review was intended as a comment on a product not a thesis on astrology. I hope I put across the idea that astrology does not predict but rather indicates possible actions which are a result of a person's psychological make-up. I can assure you that my five-year study of the subject — albeit a long time ago — was not pursued by reading the solarscopes in the tabloids!



Carnival carve up continues

MY LETTER concerns what I now regard as the scandal concerning the US Gold/Artic Software/A S Designs game **World Cup Carnival**.

I bought my copy on May 31 and was so disgusted at the fact it was a blatant and undisguised copy of Artic Software's **World Cup Football** (a game two years old and one which can be bought now for under £2) that I sent the game back to US Gold first class, under recorded delivery on the following Monday.

US Gold did not have the courtesy to reply to my letter, so I telephoned them, only to be told that US Gold is 'not in the habit of giving refunds' and that **World Cup Carnival** 'represented marvellous value for money'.

When I asked whether I would be receiving my money back, the receiver was slammed back on the hook.

M Jones
Northam
Southampton

YOU LOT do not know what you are talking about. That's what I think of your write-up of **World Cup Carnival** in the July edition.

That person called Clare Edgeley gave **World Cup Carnival** one star out of five which is absolute rubbish. I think it's *brill*. And I saw it was top of the charts. Clare Edgeley — go and kill yourself.

Paul Davies
Brelon
Powys
South Wales

● Clare keeps trying to throw herself out of the office window but we're keeping all the windows shut!

An urgent message. . .

I DID write you a letter (condensed and in italics) but **Tasword II** has just executed a plot on my Opus and Brother M1009 to chew it up. Will make contact again.

A Deprived Adventurer

● Sounds a bad break. Await your contact.

And now for something completely different

WE'VE BEEN making some changes to the magazine over the last couple of months — like the new charts page and new style of reviews layout — and we want to know what you think. We are fighting to make *Sinclair User* even better and so far the letters seem to be running more than three to one in favour. Write and tell us what you reckon.

We'll also be sampling specially selected readers to find out your views in more detail. If you are selected please help us by responding — it's free and it will help us to make *Sinclair User* even more the mag you want ■

THIS MONTH I purchased both *Crash* and *Sinclair User* as they both happen to be my favourite magazine. However, I have come to the conclusion that *Sinclair User* is rapidly overtaking *Crash* in terms of readability and amusement.

At one point in the long history of Spectrum magazines *Sinclair User* to most people conjured up images of stuffy technical tips and the insomnia curing reviewing system — the Gilbert Factor. Even then amid all qualms I purchased it. I bought *Sinclair User* for the technical tips and articles, and *Crash* for reviews.

In the past few issues I've noticed that *Sinclair User* is getting far more colourful and interesting. I think the new review system with the icons and different reviewers smashes *Crash*'s puny attempts to bits and bytes.

The letters on your letters page are obviously written by people with an IQ of above 75 and they have something worthwhile to say whilst *Crash* always prints letters by teenage boys trying to impress their friends by writing witty articles that come across as nothing more than a load of ****.

The contents page at the front is very informative and more readable than *Crash*'s attempt where you have to search the first few pages for the article you want. *Sinclair User* covers every aspect of computing with equal emphasis on each.

I could go on praising your mag, but I'll end by saying that *Crash* is rapidly turning into a glossy, unwitty, commercialised comic for schoolboys. Also your mag is 2p cheaper.
Johanna Daniels
Dinas Powys
South Glamorgan

I AM just writing to say your magazine is the best on the market.

I bought *Sinclair User* first back in June 1985. After that I didn't buy it again for another seven months, because I thought the magazine was a load of rubbish.

Then I bought the February issue of *Sinclair User*. It has

changed and what an improvement! The reviews the playing tips and presentation had improved 100 per cent. Then I bought two more issues and stopped because I thought *Crash* and *Computer & Video Games* were better. *Computer & Video Games* began to get boring so I bought the August issue of *Sinclair User*. The changes you have made like even better reviews, playing tips including the Facts Box, hardware and overall presentation (like putting software under certain categories) have made me a big fan of your magazine.

Now you are even better than *Crash*. Please don't change because you've hit the jackpot. Also, I love the previews and software chart quoting the price, and your rating of the software not to mention the screen shots.

Anyone who doesn't like the mag now must be bonkers.
Paul Giles
Maida Vale
London W9

I FIRST read you mag at Christmas. It seemed to have more class than *Crash* etc so I ordered it.

Then in the February issue you changed it. OK, it needed colour but not bigger reviews, and you scrapped your brilliant software directory.

By the April issue the Mad Celt's colours were so bright I needed sunglasses. Then in June you went and got rid of Old Inconspicuous and the marvellously sarcastic Chris Bourne. Then in this month you mess up a perfectly good Top 30 (and make it a top 20). And what on earth did that lunatic Jon Riglar do to *Zapchat*. To top it all, Gordo Greatbelly, in his column called me a miserable ingrate, and a spawn of a sacramental slime mould and an Amstrad sideways Rom. Plus in answer to my question he told me a downright lie. You can't knock on the trapdoor. What are you going to do about it Kelly?

David 'Tolkein Fan' Davis
Carryduff
Belfast

● Gordo has been summoned forthwith to explain himself.

A test of the trivial



Are you the most trivial person in your neighbourhood? You are?

Sinclair User in conjunction with Domark Enterprises Inc needs trivial people. The kind of people who can remember the names of Troy Tempest's girlfriend in Stingray or who can say exactly where the Islets of Langerhans are to be found.

If your head is stuffed with totally useless pieces of information — the mental

equivalent of junk mail — this could be your big chance.

We have five brand new copies of the incredibly expensive *Genius II Edition Trivial Pursuit* (the board game) to give away.

That's not all, one overall winner will be selected as *Sinclair*

User's champion of the trivial and will be invited to take part in the grand Domark *Trivial Pursuit* final.

Whoever wins the final will walk away with possibly the most excessive (shouldn't be that expensive? Ed) prize Domark has ever offered — a solid gold edition of the *Trivial Pursuit* board game worth around £10,000. We're talking serious bananas here.

WHAT YOU DO

Take a look at the questions below. Trivial aren't they? If you think you know the answers fill in the coupon and include a trivial question of your own (with answer). Your question will act as tiebreaker and may be included on further editions of the computer version of the game.

Questions — they're difficult

- 1) What number was never awarded as a Gilbert factor?
- 2) What animal did Erwin Schrödinger surmise might be simultaneously alive and dead?
- 3) What was the name of Batman in his undisguised form?

Send your answers and tie break question to: *Trivial Pursuit* Competition, *Sinclair User*, EMAP, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is Sept 24th.

Answers

1)

2)

3)

My Question:

Answer:

Name

Address

.....
Domark and Emap employees cannot enter.

HIRE SPECTRUM SOFTWARE

- * **OVER 500** different titles available for hire including **ARCADE, ADVENTURE, BUSINESS, EDUCATIONAL**, etc.
- * **OVER 10,000** tapes in stock. All publisher's originals.
- * **LOWEST HIRE CHARGES** — hire up to 3 tapes at a time, from only 63p (plus P&P and VAT) for 2 weeks hire.
- * **FREE** printed **CATALOGUE**.
- * **FREE** newsletter with hints, tips, reviews, etc.
- * **TAPES** for sale at **DISCOUNT** prices, (eg **MANIC MINER £2.00**).
- * **FAST, FAST SERVICE**. All tapes sent by 1st class postage.
- * **HALF-PRICE OFFER** — **LIFE** membership **ONLY £3.00** (normally £6.00).
- * **FREE** first hire tape. (For limited period).
- * **EUROPEAN MEMBERS WELCOME**. (Payment in Sterling).

Have you ever been disappointed with software you've purchased? Now you can hire it first. If you like it, buy it at £1.00 off our already discounted prices. If you don't, send it back and it will only cost you the hire fee.

NSL is the best **SPECTRUM** library, with over 8,000 delighted members, the largest range of tapes and controlled by our computer with 22 mb hard disc. **JOIN TODAY**, or, if you don't believe our claims write or 'phone 01-661 9240 for a catalogue, and check our competitors. We're confident you'll join **NSL**.

NATIONAL SOFTWARE LIBRARY

42 Harefield Avenue, Cheam, Surrey SM2 7NE.

I enclose £3.00 for **LIFE MEMBERSHIP**. Please rush my membership kit to me. If, within 28 days, I'm not delighted with your service you'll refund my membership fee.

Name

Address

SU9

SOON, GAMES AT THE
SPEED OF LIGHT...

FTL
FASTER · THAN · LIGHT

JON RIGLAR'S



The first game this month is one which has been around for a few months now:

Way of the Tiger

▲ by Gremlin Graphics, who made my favourite game of all time, **Wanted: Monty Mole**. Anyway, here are some assorted tips for the **Tiger**.

Unfortunately, I haven't got a proper copy of the game (there's a hint if ever I've seen one). I get sent down the new releases every month, but I've only got a preview copy of the game which doesn't load. Ho-Hum, at least it's got one of those snazzy large cassette cases. Forward with the tips. **Way of the Tiger** has three sections to it and these tips are for the unarmed combat section.

● The Ninja is a fairly difficult opponent to beat but low punches and kicks usually work fairly well.

● The Goblin can be defeated by low punches, kicks and mid-kicks. When he transforms, mid-kicks and upper-cuts should hold him off. As he jumps through, crouch down to stop his blows getting in.

● The Rhino-Head is very easy to defeat. Stand still and keep mid-kicking him in the chest. He'll try to head-butt you, but do not worry if he succeeds, as he cannot hit you enough times to beat you as long as you keep kicking.

● Finally, the Giant Troll is the meanest guy of the bunch. Wait until he gets close and then mid-kick him and hop backwards immediately. Repeat this until he collapses and dies.

● The Giant Troll can be disposed of by flying kicks. Make a flying kick once to hit

Last month, Imagine's **Green Beret** caused quite a stir amongst the cream of Plymouth's top tipsters. And considering the sacks of letters I've received on the subject a lot of other people agree. Many computer buffs wrote in to claim to be the first person to complete the game and I mentioned some in last month's *Zapchat*. Considering I can only get to the end of the third stage, I reckon that all this bragging on about **Green Beret** has gone far enough. I shall mention it no more. Other popular games are **Ghosts 'n' Goblins**, **Equinox**, **Spellbound** and **Bobby Bear-ing** which I'll look at next month. There are a host of **Batman** tips and hints in this edition. Also, if I've got enough room I'll include a heap of **Quazatron** info



him in the upper body and repeat the move to take you out of reach of his punches. Once you've done this, turn around and repeat the double kick. Keep turning and double kicking until he keels over. Doing this is a fairly safe business, nearly as safe as listening to 'lunchbreaks' Bourne's (now sadly moved on to 'the Net') latest lecture about Greek folk music.

James Baldock has sent an infinite lives program for **Ultimate's**

Cyberun.

▲ Load the program instead of the header on the tape.

10 LOAD " " CODE:
RANDOMIZE USR 24576:
PAPER 0: PRINT AT 19,0:
LOAD " " CODE

20 POKE 23446, 62: POKE 23447, 175: POKE 23448, 50: POKE 23449, 72: POKE 23450, 141: POKE 23451, 195: POKE 23453, 92

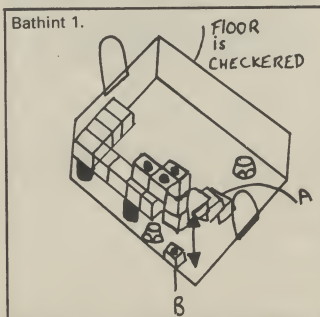
30 RANDOMIZE USR 23424
Zapchat welcomes Matthew Norman as the official helper for this month. In other words, I will get him to do all the hard work. Norm,

known as Norm to his friends, helped me compile the following section which is a guide to Ocean's

Batman.

▲ He also sent some tips for **Ghosts 'n' Goblins** but I've successfully lost them. If I find them before I finish the edition I'll print them.

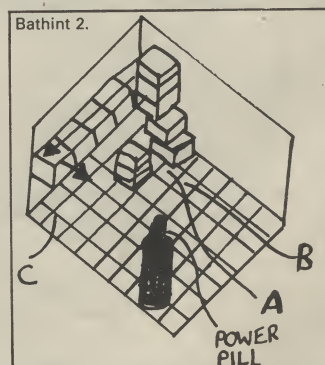
● **BATHINT 1.** Norm and I have compiled the following step-by-step guide, including some terrible diagrams which I claim responsibility for. The room in Bathint 1 is quite tricky and caused me a bit of trouble although once you have mastered it, you'll kick yourself for not seeing it before. Here's our method. As soon as you enter the room go and collect the elephant's foot which is in the corner. Jump up the steps labelled 'a'. Drop the foot on the top step, making sure you get it as close to the pillar as possible. Then go back down the stairs and around to the other elephant's foot. Wait until the nastie labelled 'b' reaches the top and then



ZAPCHAT

slowly push the foot under the nasty. Make sure you are out of the way when the nasty starts to come back down. You will see that the nasty lands on the foot and gets stuck. Go back up the stairs and push the foot on top of the nasty. Jump on and then by careful manoeuvring you can jump on to the belt which will take your Batman over to the door and allow you to continue on your quest for the Holy Batcraft.

● **BATHINT 2.** This room is one which looks extremely easy at first, but can prove very frustrating. Push the cases which are on the floor to position 'a'. Then move

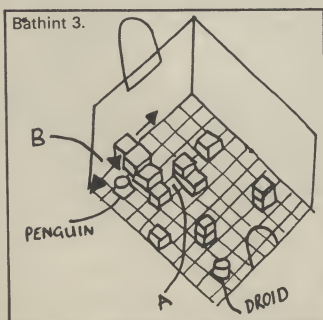


back to the position labelled 'b' and jump toward the conveyor belt and up the cases. Remember not to jump on the steps as these rapidly disappear and you need them for later. Once on the top case, move halfway across so that without making the steps disappear you can push the other cases on to the conveyor belt. However, only push them halfway so they do not move down the belt. Jump off the cases and then push them back to grid 'c'. Go back to the steps and jump up. Keep jumping

AP AT

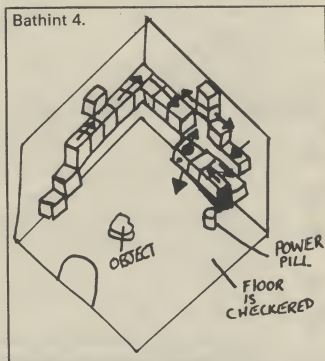
as the steps disappear. Once you get to the top you will find that you have knocked the cases on to the conveyor belt and that they are now trundling happily down the belt. Once they reach the bottom they are forced in the other direction and fall off the belt to land on top of the other cases. By going behind these piled up cases you can now push all six closer to the pillar. Jump up and make a stairway. Additionally, don't put the cases too close to the pillar or you won't be able to make a stairway by jumping up.

● **BATHINT 3.** This room is very difficult as the penguin head immediately goes for you when you enter the room. Drop down from the door and wait until the homing droid comes at you. Jump on top and direct it toward the door. You'll see that the penguin is coming for you. Tap the droid around until you force the penguin up and against the stairway. By further fiddling you can get the penguin to position 'a'. Then jump on the stairway when the moving platform is at position 'b'. Keep on jumping up the stairway as the steps vanish. If you've got it right, the platform will be accessible and if you land on it, it will

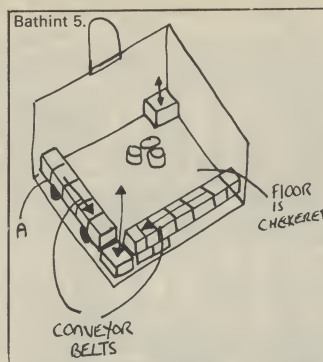


take you to the door. Voilà as they say in Norway.

● **BATHINT 4.** Once found, this is a very entertaining room. It poses a very obscure problem although once you have found the ideal solution, the results are good fun to watch. First of all, get the object which is in the middle of the room. Position yourself at the foot of the steps and prepare yourself for the fact that the steps will disappear. Continually jump so that you reach the top step which turns out to be a conveyor belt. Press the opposite direction key so that you stand still on the belt. Now drop the object so that it travels down the belt and onto the vertical platform. This goes up and is then pushed by the horizontal platform. The object then goes through a very entertaining set of falls and movements until it reaches the bottom, pushing the power pill out so that you can get at it.

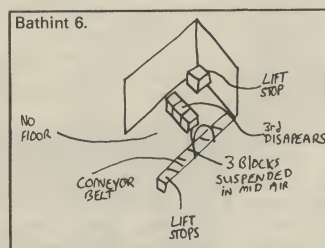


● **BATHINT 5.** There are two methods of completing this room. Method A: once you have entered the room, get one of the objects and place it in position 'a'. Go back and collect another object and by jumping on the first and then dropping the object you can get a sort of staircase from the objects. Then collect the final object and by hopping on the previous two and dropping your object on top, you are then high enough to be able to jump on the conveyor belt. Go along the belt and land on the lift which will take you to the room above and then to Bathint 6. Method B: if you are lucky enough to have collected an energy pill two screens before, then you will know that it is a speed pill. Conserve it until you reach this room and as soon as you enter it turn left and go over to the lift in the corner. You won't get on it straight away, so wait until it comes down and then jump on top. This lift will take you up into the next screen and Bathint 6. However, the room turns out to be the room with your



Batbelt in it. Here the lift will stop and you will be unable to go anywhere except back down. However, don't despair, because you have the extra speed pill you can jump to the right and by keeping the key down, you will land on the conveyor belt in the screen below. Holy Socks. The method then should be the same as the previous Method A.

● **BATHINT 6.** This room is where the Batbelt can be found and obviously your motive is to get it. Here's how: You should have entered the room via the lift and so you will still be going up and down. Wait until the lift takes you higher and then jump towards the platforms in the middle of the room. Watch out, the middle square disappears. Once you've landed on the belt, getting back is fairly steady going as the belt allows your gravitational pull to be halved. Guide Batman back to the conveyor belt nearest the door. Press a direction key which allows you to stay still on the belt. Then jump in the direction until you reach the door. Here, walk into it and you should now have all your bat equipment and be well on your way to completing the game.



OK, so the Pokes for

Commando

and

Green Beret

last month didn't work.

For **Commando** in Line 40 replace 2102 with 2126 and in Line 60 replace 65485 with 65094.

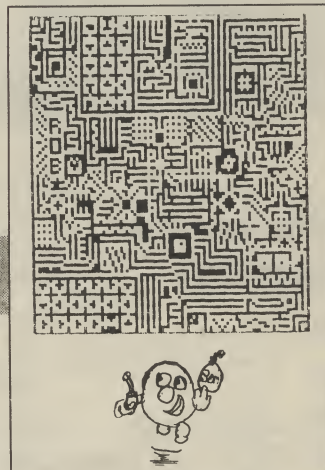
For **Green Beret** add at the end of Line 11 : Load "" Code

Fingers have been broken as punishment for those responsible.

Here's a map for Mastertronic's latest budget effort

Molecule Man

▲ in the form of a printout which was supplied by Mark Barnwell, who lives somewhere but I've lost his address. If you can understand it you're a better man than I.



Now here are some tips to help you out in

Spindizzy

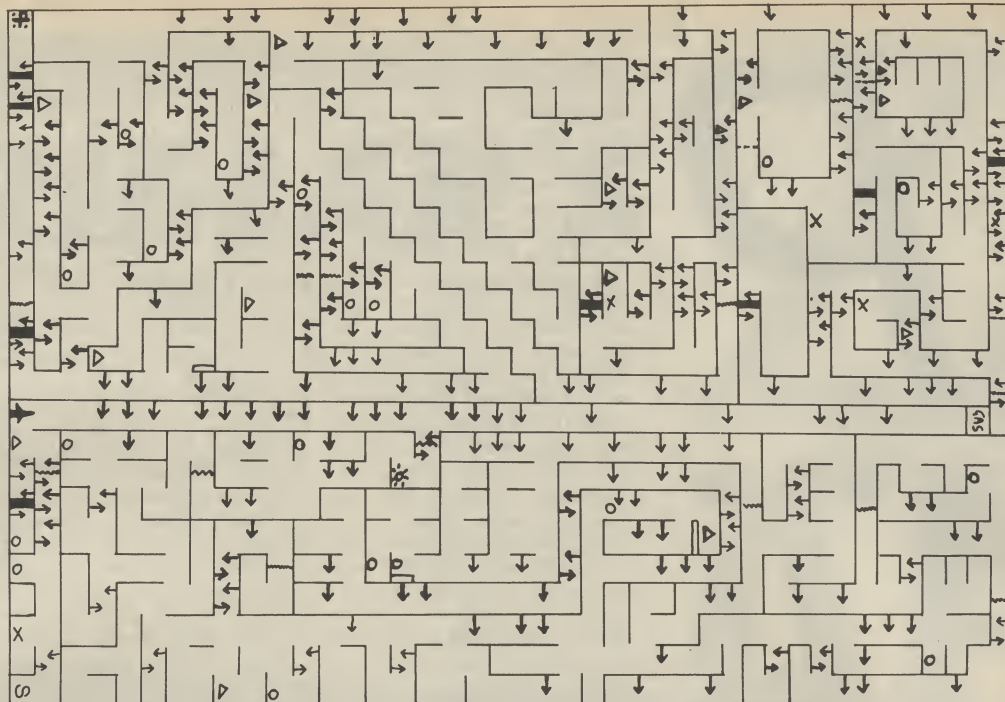
▲ from Electric Dreams. To use the clues that appear in the bottom left hand corner, you should find the screen which contains the same symbol and then move on top of it. Once you have done this something will happen on the screen. Either some platforms will appear or disappear. I've been having my fair share of problems with the frustrating game including the fact that I'm hopeless at controlling the gyroscope. There is a room that completely baffles me. On the first section there is a room over to the right that is full of symbols that completely mystifies me.

After last month's really out-of-date *Poke* corner, I've had a lot of letters on the subject of cheat codes. Jon Rose wrote saying: "If K Savage is so good at *Poking* games then why doesn't he have the infinite lives code for **Dragonorc** already?" Jon goes on. "One more thing, please leave *Ultimate* alone. If it wasn't for them not only would we still be playing **Wet Set Jelly** clones, but it's also highly unlikely that we would have games like **Fairlight**, **Batman**, **Wizard's Lair**, **Nodes of Yesod** etc..." On the same subject, Ben Padley from Workshop in Nottinghamshire says nastily: "K Savage eat your heart out." It'll end in tears.

JON RIGLAR'S ZAP CHAT

Col from across the road has just popped in to tell me that if you type in FDD,60, it speeds up his game. As for what game I don't know.

Enough of this trivia nonsense and onward to another map. This one was sent in by A J Reed of Barwell in Leicestershire who says: "I include a map of



Nonterra- queous

▲ for your consideration." Here's the key:

- Start
- Evil computer
- Laser
- Photon thruster
- Bomb
- Fuel
- Force field
- Extra energy
- Rocket (needs fuel)
- Swap modes
- Energy barrier

- S
-
-
- ☆
- ▲
- X
-
-
-
-
-
-

He says: "You don't need an infinite lives *Poke*. Just load the game as normal, then play using the keyboard for control. Drive your Robodroid into a solid side wall, then go up and down touching the wall and alter-

nating between the same two screens until your energy is up to your requirement, then carry on as normal. When you next run low on energy simply repeat the process on any two screens you like. Don't build your energy up above 999 or your droid will explode and beware of one-way walls (shown crosshatching on the map). One in particular is a trap and you'll have to restart. You don't need to swap to defenceless mode to finish the game but make sure after you have the fuel for the rocket you've got a couple of bombs in hand or you will be trapped.

"When you complete the game you are told the sequel will be called *Terraincognita*. *Soul of a Robot* must have seemed a better title to Mastertronic.

Talking of

Soul of Robot

▲ Jason McCarthy has sent in an infinite lives program for it:

- 10 FOR P=23296 TO 23329
- 20 READ A: POKE P, A: NEXT P
- 30 PRINT AT 3, 5; "Start tape after Basic"
- 40 RANDOMIZE USR 23296

50 DATA

17,0,221,33,0,64,62,255,
55,205,86,5,17,88,152,221,
33,156,99,62,255,55,205,86,5
60 DATA
62,???,50,212,100,195,
156,99

Enter the number of lives you want in place of the ??? in Line 60.

Whatever you want to say, say it to: Jon Riglar, *Zapchat*, *Sinclair User*, 30-32 Farringdon Lane, London EC1R 3AU.

Quazatron

■ M O'Doherty has written to say he's drawn up the following chart:

Droid	Class	Drive Unit	Power Unit	Weapon	Chassis	Devices
A1	ALPHA	Ultragrav	Cybonic Mk2	Autocannon	Coralloy Mk2	Laser Shield
AB	ALPHA	Ultragrav	Cybonic Mk2	Autocannon	Coralloy Mk2	Ram Thruster
C1	ALPHA	Ultragrav	Cybonic Mk1	Disintegrator	Coralloy Mk1	Power Boost
C2	ALPHA	Dual Linear	Cybonic Mk1	Disintegrator	Coralloy Mk1	Detector
C3	BETA	Dual Linear	Cybonic Mk1	Disintegrator	Coralloy Mk1	Overdrive
ST	BETA	Dual Linear	Cybonic Mk1	Disintegrator	Coralloy Mk1	Disruptor Shield
S2	BETA	Heavy Duty	Triobatic	Autocannon	S.Plasteel	Detector
S3	BETA	Dual Linear	Triobatic	Autocannon	S.Plasteel	Detector
S4	BETA	Heavy Duty	Triobatic	Disintegrator	S.Plasteel	Detector
C5	BETA	Heavy Duty	Triobatic	Disintegrator	S.Plasteel	Disruptor Shield
B2	BETA	Heavy Duty	Triobatic	Disruptor	Coralloy Mk1	Disruptor Shield
L2	BETA	Heavy Duty	Robotronic Mk3	Disintegrator	Plasteel	Overdrive
S6	BETA	Gravitronic Mk2	Robotronic Mk3	Disintegrator	S.Plasteel	Detector
B3	GAMMA	Gravitronic Mk2	Triobatic	Disruptor	S.Plasteel	Disruptor Shield
B4	GAMMA	Gravitronic Mk2	Robotronic Mk3	Disruptor	S.Plasteel	Laser Shield
L3	GAMMA	Gravitronic Mk2	Robotronic Mk2	Dual Laser	Plasteel	Power Boost
L4	GAMMA	Gravitronic Mk2	Robotronic Mk2	Dual Laser	Plasteel	None
00	GAMA	Gravitronic Mk2	Robotronic Mk1	Pulse Laser	Plasteel	Power Boost
L5	GAMA	Gravitronic Mk2	Robotronic Mk1	Pulse Laser	Plasteel	None
L6	DELTA	Gravitronic Mk2	Robotronic Mk1	Pulse Laser	Plasteel	Power Boost
B5	DELTA	Gravitronic Mk1	Robotronic Mk2	Autocannon	S.Plasteel	Ram Thruster
B6	DELTA	Gravitronic Mk1	Robotronic Mk2	Disintegrator	Coralloy Mk2	Laser Shields
B7	DELTA	Gravitronic Mk1	Robotronic Mk2	Disintegrator	Coralloy Mk1	Ram Thruster
R5	DELTA	Linear Mk3	Chemifax Mk2	Dual Laser	Chromite	Disruptor Shield
R6	DELTA	Linear Mk3	Chemifax Mk2	Dual Laser	Chromite	None
R7	DELTA	Linear Mk3	Chemifax Mk2	Dual Laser	Triallium Mk2	None
R8	EPSILON	Linear Mk3	Chemifax Mk2	Pulse Laser	Triallium Mk2	None
U7	EPSILON	Linear Mk2	Chemifax Mk1	Pulse Laser	Triallium Mk2	None
U8	EPSILON	Linear Mk1	Chemifax Mk1	None	Triallium Mk1	None
X8	EPSILON	Gravitronic Mk2	Chemifax Mk1	None	Triallium Mk1	None
X9	EPSILON	Linear Mk1	Chemifax Mk1	None	Duralite	None
KLP-2		Linear Mk1	Chemifax Mk1	Pulse Laser	Duralite	None

Poke Corner

THE following *Poke* corner was stocked up with up-to-date sizzling pokes by Ben, Paul Kelly (no relation to the Ed I hope), Greg Lomas, James Baldock and me. Here we go and chocks away etc... Cheat codes for quick reference; note: Ninety-nine per cent of these *Pokes* are designed to be placed in the Basic header and to be put in front of a *Randomize Usr* statement.

- Saboteur** :Poke 29894,0 — Infinite lives
- Sai Combat** :Poke 65364,201 — Infinite lives (enter both pokes)
Poke 32421,1
- Sweevo's World** :Poke 33219,0 — Infinite lives
Poke 37008,n — Extra lives (n equals chosen number)
- Trans Am** :Poke 28610,0 — Makes game harder
Poke 98573,0 — Makes it even harder
- Lunar Jetman** :Poke 37999,201 — Destroys all enemies
- Attic Atac** :Poke 37260,175 — Allows doors to open quickly
- Pentagram** :Poke 49917,0 (before last *Rnd Usr*) — Infinite lives

For all of you who are unsure about fiddling games, here's an example. Take the Commando cheat program printed in last month's edition. Load in the header program from your original of Commando. Stop the tape. New the computer and type in the short cheat program. Once you have done this, type *Run* and watch the screen. If nothing happens, something's gone wrong. If the loading borders appear then play your tape ■

How does 20p a day turn your micro into a MAINFRAME?

Impossible you say! Just 20p a day for all that power?

No it's not a joke, nor a trick question. The answer is Micronet. The network that links your computer by modem to the most exciting interactive database in the U.K.

All for 20p a day subscription and the price of a local, cheap rate telephone call.*

So what does Micronet offer that has excited 20,000 people to join.

Well, for a start Micronet is an excellent way to keep up-to-date with the very latest information in computing. Our database is continually updated by our team of professional journalists who search out the stories behind the news.

But Micronet is much more than a news service – our revolutionary mainframe Chatlines give you the power to hold real-time conversations with up to 20,000 other users, instantly.

Our free national electronic mail system allows you to send and receive confidential mail to friends and businesses 24 hours a day.

You can even take part in the latest multi-user strategy games. Starnet for example, allows you to compete against hundreds of other "Star Captains" for domination of the galaxy.

Or win big weekly cash prizes by competing in the 'Round Britain Race' which makes use of the latest viewdata technology to challenge you to find secret locations.

Every day new *free* and discounted software is made available for downloading direct to your micro.

Teleshopping is the ultimate way to seek out high street bargains... or holiday and hotel bookings... computer dating... rail and airline information... Jobsearch... homestudy and schooling... ideas, information and



MAKE THE RIGHT CONNECTIONS

*For 98% of telephone users.

Prestel is a trademark of British Telecommunications plc on Prestel.

Micronet 800, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Telephone: 01-278 3143.

entertainment facilities too numerous to list. As if all this wasn't enough you can also access Prestel's™ enormous database which is included in your subscription.

Micronet: the stimulating, challenging and informative way to add a whole new dimension to your micro. All you need is a modem. So cut the coupon today for your information pack.

For just 20p** a day can you afford to be left out in the power game?

To: Micronet 800, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Telephone: 01-278 3143.
Please rush me the full facts about Micronet and tell me how I can turn my micro into a mainframe for 20p per day. (£16.50 per quarter**).

NAME _____

ADDRESS _____

TELEPHONE _____

AGE _____

MAKE AND MODEL OF MICRO _____



WINNERS

Here are the Hobbit winners from August:

Christopher Slink, Northants; Andrew Green, Essex; Gerard Corry, Leicester; Justin Menhenett, West Sussex; D Storrie, London SW18; S Banks, Essex; Sam Estall, London SW18; Nigel Richardson, Sutton; Stephen Thompson, Cumbria; Ian Hunt, Purley;

Want to know if you won the Split Personalities competition in July?

First prize winners:

J A Gorry, Liverpool; Bill Allender, Sevenoaks; A Cunningham, Tiverton; Nuno Ferreira, Portugal; Barry Duffield, Oxford; W Fiddler, Cambridgeshire; Dave May, London W4; John Liddell, Glasgow; Brian Thorpe, Gosport; Chris Jackson, Chesterfield

500 runners-up:

A Turnbull, Rugby; D Allen, Solihull; Mr Ungki, Indonesia; M Shewan, Aberdeenshire; Justin Thorne, Brighton; Michael Lok, London N1; Mike Tahtinen, Finland; Simon Jones, Manchester; J E Michel, Macclesfield; E Howarth, Lancs; Mark Battle, Dublin 1; Paul O'Brien, Glasgow; Steffan Sainchaz, Chelmsford; Christopher Gahn, Sweden; G Harden, Wingarde, Surrey; C Herbert, Zimbabwe; S Jones, Eastleigh; Chris Sanderson, Cheshire; E Hawkins, Edinburgh; Paul Baylock, Birkenhead; Martin Lewis, Scotland; Alan Dewey, Sheffield; Michael Elinskas, Herefordshire; Amir Dekel, Israel; Alan Doggett, Ipswich; J Whittaker, West Yorkshire; Alan Williams, St Albans; Richard Tuff, Chatham; Andrew Moss, Newbury; James Balcock, Cambs; Cherry Bennett, London SE13; Karl Butcher, Essex; Robert Hardy, Derbyshire; March Wills, Kent; David Price, Canvey Island; M Major, Andover; Paul Green, York; Raymond Davies, Rudry, Mid-Glamorgan; Richard Day, Walsall; Brian Southern, Kent; A Giblin, North Watford; David Davis, West Midlands; Andrew Berry, Morecambe; James Auld, Wilts; S Romain, Chippingham; John Camp, London; Stuart Smith, Chelmsford; Clive Murray, Eastbourne; Ian Wilson, Thurso; Louise Benson, Cumbria; Andrew Wooton, Birmingham; M Lantair, Bristol; Gareth Thomas, Salisbury; Aled Marks, Maestir, Mid-Glamorgan; Richard Hayes, Cardiff; Simon Roe, Harpenden; A Crittenden, Kent; Jan Kolbaek, Denmark; T Astbury, Wirral; Mark Russell, Mid-Glamorgan; Brian Gordon, Ayrshire, Scotland; Tarquin Lubran, Dyfed, Wales; Paul Angeloni, Fife, Scotland; J Bryant, Northampton; D Duffy, Lancs; Robert Phillips, Cambs; Carlos Neves, Portugal; Duncan Harvey, Norwich; Stephen Noble, Fraserburgh, Scotland; J Phillips, Ledbury; M Shrimpton, Beckenham; Jake Taylor, Bolton; N Chappell, Andover; Neil Coomes, Hayes End, Middx; R Davies, Middlesbrough; Jennifer Radford, Staffs; Guy Everitt, Devon; G Hodkinson, Dartford; Mark Davies, London SE3; G Francis, Baintree; Dave Smith, Slough; Barry Lincoln, Co Londonderry, Northern Ireland; Craig Rollitt, Sheffield; Matthew Dunham, Cambs; Neil Richards, St Austell; Paul Young, Alloa, Scotland; Alasdair Gordon, West Yorks; Jeffrey Skeels, Reading; Mike Piel, Birmingham; Anthony Taylor, Stockport; Gerry Galloway, Liverpool 7; Katherine Clegg, Hughenden Valley; N Cohen, London N18; K Snowden, Gateshead; M Paynter, Dorset; P Mawer, Lincoln; Robert Slow, Antrim, Northern

Ireland; Charlie Ivens, Surrey; M Jones, Reading; D Pepper, Rotherham; A Martin, Ryde, Isle of Wight; Roger Ogbourne, Devon; Andrew Neary, London SE14; David Jones, Leicester; S Lees, Great Yarmouth; Lloyd Wood, Peterborough; Rebekah Bradford, Caithness, Scotland; M Woodhouse, Sheffield; Gary Seivwright, Cumberland; John McMunn, Co Sligo, Ireland; John Powell, Bedworth, Warks; Nicholas Paul, Borden, Kent; P Rowse, Fareham; S Pickin, Sheffield; Robert Kirk, Nottingham; Mark Coates, Hull; R Gates, Stevenage; Rene Gisbertz, The Netherlands; Alan Churcher, Newport, Gwent; Helen Williamson, Moram, Scotland; Shirley Moore, Hailsham, East Sussex; Kuldeep Somra, London SE10; R Kenborough, Beds; P Upstone, Northants; Alan Bukner, Manchester; Michael Kenny, Northampton; J Goodrum, Norwich; Trevnal Lacy, Farnborough; David Anderson, Bury St Edmunds; Andrew Wong, Liverpool; Jason Vereker, Ramsey, Isle of Man; Dave Lacy, Llwyrngwili, Gwynedd; Jack Lockerby, Canterbury; R Slater, Maidstone; Darren Kay, Cranfield; David Hall, Wakefield; Mark Johnson, West Yorkshire; Andrew Martin, Edinburgh; G Moore, Monmouth; M Noonan, Birmingham; Lopes Figueira, Portugal; S Thomson, Tayside, Scotland; A W Owen, Crewe; Steven Lines, Liverpool; C Montague, C Tyrone, Northern Ireland; Karl Taylor, Leicestershire; Timothy Crampsin, Burrow-on-Humberside; T Crowther, Lytham; S Christie, South Devon; J Gutherson, Morpeth; M Foster, Mid-Glamorgan; Martin Hulme, Leicester; Peter Van Doorn, Romford; Janet Kinninmouth, Kirkcaldy, Fife; Derek Jolly, Arbroath; G Barr, Foxdale, Isle of Man; Julian Marshall, Abingdon; Robert Groves, London N16; P Marron, Cleveland; Jeremy Hannah, Kent; Stelios Ballios, Greece; Samantha Reed, Bracknell; Kevin Lloyd, Caernarfon; Nathan Smith, Bristol; Stephen Catt, Bridlington; Kam West, Andover; John Connolly, Worsley; Kevin Clark, Angus, Scotland; C Seymour, Teddington; Neil Morgan, West Midlands; David Beck, Essex; R Batty, Kettering; Jonathan Partington, Lancs; David Curson, London SE24; Craig Mitchell, Rotherham; D Whitehead, Cheshunt; Gary Richardson, Gateshead; N Wilson, Milton Keynes; C Thirkettle, Humberside; L/CPL Turner, Hants; Andrew Pursell, Aberdeen, Scotland; Graham Utton, London E4; M Pauther, Huddersfield; Jamie Ellis, Beccles; Chris M, Sheffield; Lars Maehle, Norway; Michael Porter, Hull; K Bailey, Hastings; Andrew Warner, Surrey; Steve Mitchell, Lincoln; Anthony White, High Wycombe; Paul Kelly, London SW1; Chris Baldwin, Newport, Gwent; Chris Butcher, Guildford; S Tatham, Western Isles; Paul Hancock, Ferryhill, Co Durham; Miles Tighe, Netherall, Wilts; M Caygill, Rickmansworth; D Overy, Winchester; Neil Gunn, Edinburgh; Simon Wood, Lyndhurst; A Farenden, Essex; Michael Takacs, London NW10; Jim Durrant, Norwich; Van Puyvelde, Belgium; Simon Whitfield, North Humberside; Mark Gould, Edgware; A Richens, Norfolk; Miguel Rosa, Portugal; Mike Broad, Cardiff; Scott Marjoribanks, Falkirk, Scotland; Adrian Wood, West Yorkshire; Melanie Hughes, Cheshire; S Venness, East Sussex; Chazirakis Nektaris, Greece; Kenny Dawson, Essex; Nils Hedstrom, Sweden; Garth Oatley, nr Freshwater, Isle of Wight; Filip de Ville, Belgium; Chris Thomas, Somerset; Craig Morley, Nottingham; M Hudson, Hartlepool; Iain Jameson, Sunderland; M Hurved, Newark; C Walter, Somerset;

Mark Bristow, Huntingdon; Nigel Cheshier, Essex; James Ball, Bury St Edmunds; T Kemp, Norfolk; J Scott, Chester; A Geuken, The Netherlands; Phillip Masters, Bewdley; D Moloney, Wilts; James Bartlett, Northants; C Lloyd, Southampton; Martin Standaert, Belgium; Steven Robinson, Watford; K Evans, Llanelli; K Spalding, London SE18; G Alexander, Southampton; Nicholas Watford, Colchester; Richard Holden, Ipswich; Patrick Lysen, Holland; Craig Morley, Nottingham; Daniel Savage, Oxfordshire; S Peart, Norwich; Peter Chamberlain, Derby; James Metcalf, Stafford; Tim Caffrey, Grantham, Lincs; C Reynolds, Southampton; Alan Ridyard, Manchester; Steven Black, Glasgow; Paul Wilson, C Durhara; Joao Rego, Portugal; Keith Egerton, Southampton; David Hill, Motherwell, Scotland; P Wood, Hants; Tomas Eklov, Sweden; Robert Fletcher, Bolton; Ian Corcoran, Bolton; M Newman, Glos; Suneet Cherian, Kuwait; Stewart Watson, Sunderland; Jonathan Bentley, Walsall, Nick Reilly, Sheffield; Sven Stephens, Sweden; I Macisaac, Darwin; Anthony Franklin, West Worthing; Bryn Williams, Llandudno, Gwynedd; David Moss, Cheshire; K Smith, Colchester; Neil Hussey, Worthing; K Mordant, Cirencester; Mark Hanna, Belfast; D Warbis, Poole; E Arnold, Basingstoke; Kevin Goulet, Colchester; David Jones, Llanwrst, Gwynedd; M Tennear, Bristol; James Rankvy, Merseyside; P D Lent, Nuneaton; Kain Galit, Israel; James Smith, Wakefield; Andrew Phillips, Nottingham; Ben Merrick, Great Missenda; Stuart McNeill, Co Armagh, Northern Ireland; Lorraine D'Rozario, Singapore; Halim Hanyaloqu, Turkey; P Atkins, Argyll; Milton Vorgan, Co Armagh, Northern Ireland; Simon Furley, Gwent; Gervase Lam, Aylesbury; D Fox, Middlesbrough; Andrew Campbell, Aylesbury; John Fields, nr Sheffield; Philip House, Bolton; Gary Bond, C Antrim; R Hellinar, Bristol; F Higham, Wytham; Rabul Handa, Cumbernauld; Nicholas Hodson, L'Boro, Lancs; A Jackson, Stourbridge; J Marston, Wimbourne; Roy Madden, Limerick, Ireland; K Grove, BFPO 43; M Stead, North Norwich; Sandy McNair, Argyll; Philip Wynn, Clonhill, Beds; John Wright, Wolverhampton; J Monks, BFPO 42; Lee Wilson, Boston; Ian Andrew, Eastleigh; Nikos Skantros, Greece; D Moseley, Bristol; Jonathan Pritch, Caernarfon; Steven Fitzgerald, Leighton Buzzard; J Jackson, Swindon; Neil Badger, Great Barr; James Thurton, Rudgely; M Sidding, Lichfield; Colin McGourty, Durham; Chris Anderson, Co Down, N Ireland; Robert Kirby, nr Workop; Derek Stephenson, Redding, Falkirk; Akbar VV, Dubai; Paul Davis, Portsmouth; Mark Biddle, Deal; G Floyd, London E11; Simon Gillham, Derby; R Keenan, Merseyside; Lee Hindmarsh, Stockton-on-Tees; Jason Broomhead, Northampton; R Bennett, Farnborough; Graham Yates, Doncaster; June Wright, Wirral; C Stables, Ormskirk; G Coupland, Colchester; R Churchill, Southampton; P Kendrew, BFPO 45; Andrew Lacey, Glos; Martin Townsend, Oxon; Darren Mason, Birkenhead; J Mageen, Ballymena, Northern Ireland; Antonio Doniugus, Portugal; Lee Bartram, Leicester; Neil Ross, Dingwall, Scotland; Heath Adamson, Harare, Zimbabwe; Michael McCarth, Bristol; Andrew Fox, Warrington; M Porter, London SW4; Mark English, Durham; Craig Collins, Glasgow; Andrew Fernandes, Portugal; Susan Bess, Fife, Scotland; Stephen Turney, Cambridge; Dairie Latimer, Killiney, Co Dublin; David Annand, Inverness; Julian Ruse, Hempstead; B Rogers, London

SE23; Paul Khadim, Cheshire; J Pritchard, Birmingham; T Blakeborough, BFPO 806; Arthur Admas, Luton; James Pickles, Northants; Vincent Teo, Hertford; M Morris, United Arab Emirates; David Forbes, Sauchie Alloo Clocks, Scotland; Badr El Din Abo Taleb, United Arab Emirates; Mark Bol, Holland; Charles Gray, Cambridge; Chip Stones, Maidstone; R Latham, Manchester; D Cabbanach, Bexhill; Jonathan Baker, Cheshunt; P Hannaford, Caerphilly, Mid-Glamorgan; Simon Watkins, Tunbridge Wells; David McIntosh, mid-Lothian, Scotland; Robert Haskins, Littlehampton; Chris Kinge, Hordean; Robert Clarke, Brentwood; Steven Iles, Newport, Gwent; Daniel Mills, Bracknell; Paul Kent, Peterborough; K Bonner, Hants; Stephen Barker, Stoke-on-Trent; F Quinn, Cleveland; R Lockey Cheshire; W Knipe, Staffs; Grahame Armitage, Leicester; Dean Johnson, Hants; Jason Phillips, Cheshire; Paul Waton, London E13; Russell Cotes, Surrey; Paul McKenna, Bristol; Karl Giddings, London W9; Richard Jannoo, London NW5; Derek Grubb, Fife; David Antand, Aberdeenshire; T Branh, Barnstaple; S Peachment, Suffolk; Kevin Harris, Gwent; Giulian Tomada, Italy; S Smith, Cleveland; Harry Maton, Surrey, Richard Gillis, Grampian; Jennifer Cope, Birmingham; Paul Temple, Essex; J Davey, Louth; Ian Fryatt, Lincoln; K Lunn, Newcastle-Upon-Tyne; Paul moorman, Hants; John Porter, Lincoln; Dar Roberts, Ross-Shire; P McCulloch, derbyshire; R Naish, Lincoln; P Robertson, Birmingham; Craig Jones, Rotherham; Neil Barber, Worcs; Andrew Paterson, Scotland; Chris Chite, Middx; Anna Lam, Middx; Richard Turner, Staffs; D Addison, South Humberside; Wayne Clark, Bristol; Kwokwa Lee, South Wales; Paul Chapman, Tyne & Wear; Paul Snowden, York; D Asquith, North Yorkshire; P Moring, Kent; Jason Thomas, Hants; Andrew Jordan, Staffs; Stuart Beale, Avon; Ernie Ackers, Lancs; Alan Ross, Scotland; Samuel Bingham, Northern Ireland; Karl Miles, Isle of Man; Jamie Witham, Hants; Anthony Williams, Cardiff; Paul Tucker, Gwent; Colin Okell, Cheshire; Robert Bromley, Staffs; David Gray, Coatbridge; Paul Beech, Kent; Gerard McHugh, London; Simon Hawnbrook, South Devon; S Ward, Worcs; Kevin Foster, Lancs; Charles Bashell, Kent; Dave Edwards, Manchester; Timothy Durack, Suffolk; David Bisset, Scotland; Richard Coombes, Wolverhampton; N Eva, Bristol; Martin Storer, Cambridge; G Dobing, Glasgow; K Hudson, Cleveland; Stephen Critchlow, Cheshire; John-Paul Petris, Wirral; Gary Byng, Birmingham; Stephen Emmerson, Cleveland; Ian Farner, Stone House; Andrew Queratt, Oxford; David Dewsbury, Essex; M Brierley, Oldham; G Winkfield, Oxford; Tracy Miller, Kent; C Rose, Wilts; P Edwards, Wiltshire; S Ghani, Cleveland; Duncan MacLeod, Scotland; Tim Brook, York; Neil Wann, Sheffield; M Wild, O Wilts; Matthew Saunders, Dorset; Stephen Hollings, Herts; Richard Maybury, Chwyd; J Gardner, Tyne & Wear; Chris Beckett, Kent; B Graham, Sunderland; Antony Bulmer, Bristol; A Speight, Halifax; Imtiaz Jamil, Warrington; Mark Littlewood, Cumbria; L Hawker, Newcastle-Upon-Tyne; C McGarrigle, Northumberland; Tim Rymer, Leeds; G Geven, Holland; Martin Gabe, Leicestershire; Lennart Jideblad, Sweden; R Loader, Wilts; K Durrans, Cheshire; Stewart Caig, Sussex; Kenneth Anderson, Scotland; Richard Curtis, West Midlands; Christopher Shaw, Staffs ■

XARQ

One by the RamJam corporation, whose arcade games are usually inventive, if not technically astounding.

Both comments are true of *Xarq* which is visually a rather simple arcade game — dated even — but has a clever plot

FACTS BOX

Quite original, certainly challenging. You'll find it either addictive or irritating. Not state-of-the-art, however



XARQ

Label:

Electric Dreams



Author:

RamJam



Memory:

48/128K



Joystick:

Sinclair or Kempston



Reviewer:

Graham Taylor

and plays well. I'd tend to describe it as infuriating, but one person's infuriating is another's addictive.

The usual nonsense but pretty good nonsense. A giant floating base called *Xarq* has been built on Xargon — a world with no natural land masses. The enormous base is self regulating and self reproducing, it grows. Now we all know what happens to vast computerised land masses when our collective human back is turned — you've got it — they go wobbly and start threatening all life as we know it.

With only your Nik Nik/Hi-Speed Hydraboat (complete with lasers, depth charges, guided missiles and mortars) to help you, your mission is to penetrate the *Xarq* defences and pilot your way towards the inner central power reactor.

The ship is controlled in the same manner as the spaceships in asteroids — accelerate, decelerate, turn clockwise/anticlockwise. Lasers fire in front of you, guided missiles have to be set a range

PLAYING TIPS

● Stick at it. Eventually you will begin to last more than three seconds

● Many of the defensive gun emplacements have a blind spot which they cannot hit you and from which you can destroy key installations

● Subs reveal their presence by a sonar 'ping'. If you hear it drop depth charges immediately. You cannot outrun a torpedo for long

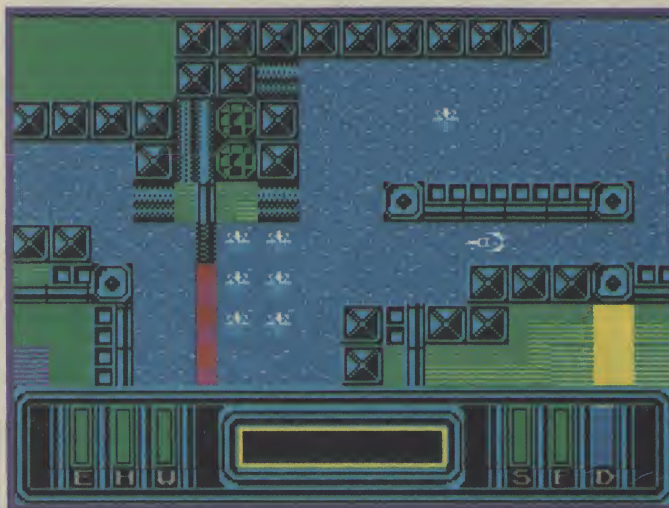
● Pay close attention to the status indicators at the bottom of the screen — you may not otherwise realise that your shields are out

ARCADE



REVIEW

● Learn the map of *Xarq*. In particular, take care to note the positions of the sea mines — don't rush into the next screen until you know what to expect



▲ The hydroboat lined up to start blasting at the deadly sea mines

by holding down a key but can be steered in the right direction, mortars work like guided missiles in ranging but can't be controlled once released.

Xarq is built in concentric tiers around the Zimmermand Trenches. To move into each level of *Xarq* you must first destroy the lock gates which hold back the sea, this causes the trenches to flood and so allows your boat to travel deeper into the land mass.

Things that can usefully be blasted are revealed by coloured beacons. Aside from the lock gates, there are power field generators which can be disabled, laser field generators

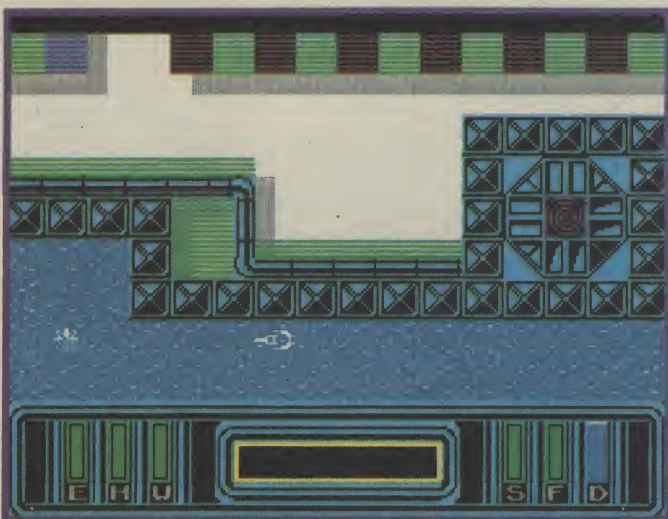
and gun emplacements.

Xarq defences aside from gun turrets include torpedoes, sea mines, and air attacks. These defences are so good you may well become completely irritated with the game, as I did, but I guess if you stick at it. . .

Graphics and sounds are effective but very simple. *Xarq* is constructed from a vast number of large squares using a set number of designs. It looks a little like the maps associated with wargames. Sound is blips and whizzes with a sonar 'boing' when a sub is in the area.

Seekers of the state of the art won't be impressed ■

◀ The spiral is a key site ● Knock it out to flood the trenches



SOFTWARE STAR RATINGS

All software reviews carry a star rating, the basis of which is value for money programming, graphics, speed, speech and sound presentation and addictiveness

★★★★★

Solid gold. Buy it

★★★★☆

Well worth the folding stuff

★★★☆☆

Pretty average Buy if desperate

★★☆☆☆

Very poor. Probably over-priced too

★☆☆☆☆

A total rip-off. Complain loudly



REVIEW



REVIEW



REVIEW



REVIEW



REVIEW

Each review carries an icon which shows the type of software.

Arcade is for animated games, which in general, reduce the life span of your joysticks.

Toolkit covers programming utilities which improve the quality of home-made software or packages which make machine code easier to write.

Work Out, software which can be used in the home, such as car maintenance or home finance.

Strategy and Simulation are games where thought, planning and judgement are the principle skills required.

Adventure includes either graphic or text adventures.

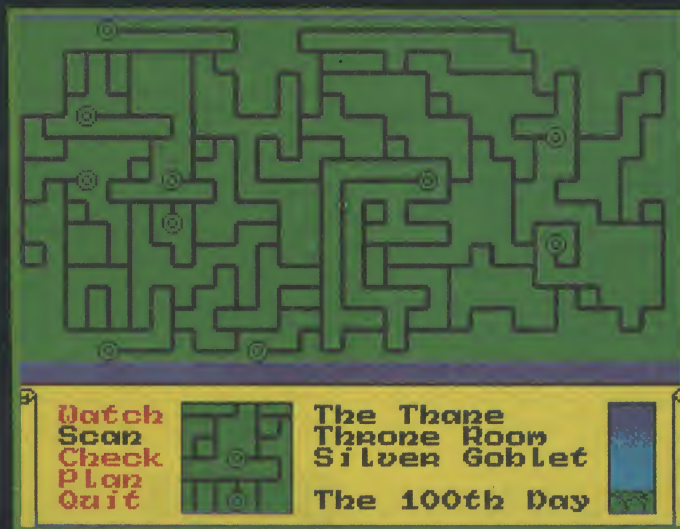
When Mike Singleton wrote Lords of Midnight he presented the computer press with a dilemma. They knew they liked what they saw but what was it exactly, an arcade game? An adventure? *Dungeons and Dragons* without either dungeons or dragons?

Mostly people hedged bets and called it an arcade strategy game.

Dark Sceptre is Mike's latest creation and it poses as many problems of description as Midnight. Arcade strategy game may have to do.

One thing is certain though, Dark Sceptre is an extraordinary program.

It begins, like all the Singleton excursions, with a story. The theme is familiar: yet another land where peace and tranquility have just been swept away by a bunch of total yobbos. This time its the Lord of the Isles v the Northlanders no falls no submissions.



The Dark Sceptre map ● Close up details in the bottom window ● Icon to right shows night falling

The Northlanders are the dark forces, unwittingly given power by the Lord of the Isles (a good guy with a throne of pearls, jade and amethyst) when he forges the Dark Sceptre, the most powerful weapon the mythical world. You join in when the forces of evil have just totally gained the upper hand, become completely dark and shadowy (this is very bad) and when winning is not going to be easy. Actually its going to be almost impossible. . .

Grab that Dark Sceptre and destroy it. Sounds enormously difficult? It is.

You control a company of warriors each with different skills which you must exploit. This task involves battling with the Shadow Lords and dealing with the other computer-controlled forces which begin the game in a neutral frame of mind towards you but may not stay that way

depending on when you do.

Before you confront the Sceptre you need to take certain precautions lest it destroys you.

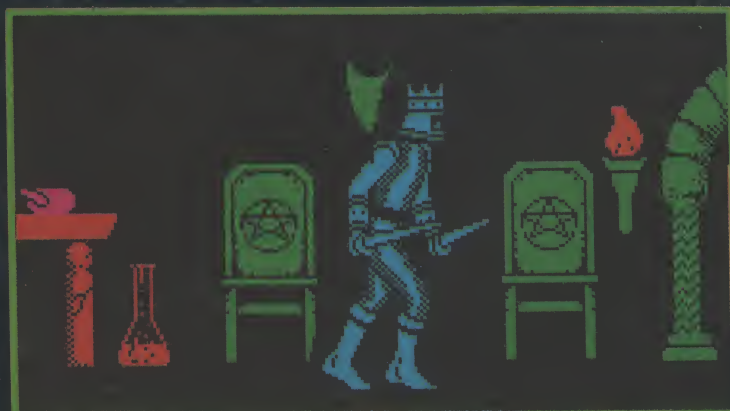
For a kick-off you need to find out what on earth you need to do with it.

It's possible to play the game in a number of ways. It is perfectly possible for a group of people to each control a warrior and act independantly through all the same side). However you should always remember that your warriors are free to leave the company and join another should they wish. Similarly you can recruit warriors who desert from other companies.

Fundamentally Dark Sceptre is a strategy adventure. You issue orders to your 'troops' using your tactical judgement to decide what to do with whom at what point.

What makes the game special though is partly the range and subtlety of the orders

Deep in the forest lurks the Reaper (Below) The Thane is the commander and must not be captured ▼



DARK

you give and more obviously the staggeringly impressive animated graphics. The warriors in Dark Sceptre are not sploidy sprites half an inch high — they are half a screen high yet animated with almost the same smoothness as the characters in Tir Na Nog.

Every order you issue is acted out on the graphics screen by those enormous figures on a highly detailed scrolling background. The effect is astounding.

It's not just the characters that are huge. Only when you flip to the map screen do you realise just how big the game is. The playing area is 4,000 screens or so and the

SCEPTRE

permutations of play are virtually limitless. With a team of warriors that may change through recruitment or desertion at any time, you will need to be flexible about the way you play the game. Should you end up, for example, with a team consisting largely of mystics, it's a good plan to avoid too much strong arm stuff. Things are far from easy to juggle. The more useful a team member is to you the more likely it is he'll be poached by one of the other teams.

Orders to your team are given using a joystick-controlled scrolling menu system. Almost all orders are directed at a particular warrior and concern his dealings with some other warrior. Some orders are generally available, others specifically require some condition to be met. To give you an idea, an order involving spell casting will only work with a warrior possessing magical skills. All quite logical when you work it out, but pretty hairy when you've having to think on your feet.

Having issued orders to the company you then wait for

An angel weeps as Thane searches on for the Dark Sceptre ● (Below) The Huntsman can search houses for useful objects ▼

events to unfold. In a curious way this element of the game is not unlike Football Manager in the 'managerial' excitement it generates! You think, you plan, you scheme but as the events unfold following your actions you keep your fingers crossed and hope you haven't done anything stupid. If so there's nothing you can do once you set your 'move' going.

Wot no *Classic*? Well, at the time of going to press Mike Singleton was still tweaking the final elements of the game. For that reason we've held back on stars and *Classic* label.

For the moment . . . ■

FACTS BOX

An astounding complex game that also features the largest, most highly detailed characters ever

Label: Beyond

Author: Mike Singleton

Price: £9.95

Memory: 48K/128K

Reviewer: Graham Taylor

GRAPHICS AND SOUND

Imagine Tir Na Nog writ large and featuring multi- rather than single-colour graphics and you have some idea of the look of Dark Sceptre. Enormous, distinctive figures — probably the biggest sprites ever seen on the Spectrum — stride and fight their way along roads, through towns, past forests. The backgrounds are full of strange gothic details, like a statue of a cowering angel, gravestones and religious symbols. The forests are gnarled twisted trees — all is darkness and gloom. The scrolling scene takes up the top two-thirds of the screen.

The bottom third of the picture is filled by a scroll showing current position, character under control and time of day (via a very nifty 'darkness falling' icon).

In some ways the sound on Dark Sceptre is the biggest revelation. Somehow Mike and his programming team have managed to include not only some incredible digitised speech at the opening of the game but stunningly realistic sound effects throughout. Somehow the spectrum *Beep* is persuaded to sound like the hollow clink of steel against steel — for quite some while I assumed I was playing some special 128 version of the game which utilised that machines' enhanced sound facilities. I wasn't.

The animation when either walking or fighting — of the various warriors is flawless as is the scrolling of the background detail. Attribute problems, you ask? Not a one.

ADVENTURE

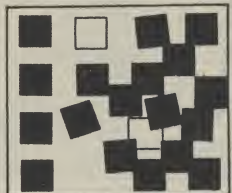


PREVIEW

Mike Singleton, master of finding a way around seemingly impossible problems, has developed the creative use of shadow for Dark Sceptre. Each figure is surrounded by a permanent fuzzy area of black, which gives the illusion of shadow — as though the figure were lit from behind your head. As a visual illusion I'd give it seven out of ten but as a way of avoiding attribute clash it works perfectly. Brilliant.



STRATEGY SIMULATION

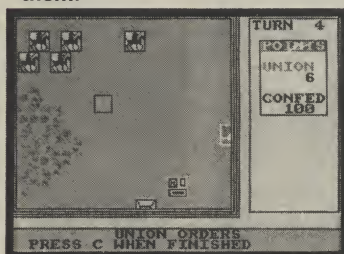


REVIEW

If you're a wargames fan, then I can wholeheartedly recommend Lothlorien's latest — Johnny Reb II. It's a great little game.

I admit I approached this particular program with some trepidation. Lothlorien games have never particularly appealed to me in the past. It turns out, though, to be uncomplicated and challenging, with enough options to provide a considerable play time. Play is either against the computer or a human opponent.

To begin with, the historical background. It's the beginning of the American Civil War. Everybody's got nice shiny uniforms and guns, and they're raring to try them out. The Confederate forces are advancing on Washington and a smaller Union force is deployed at Bull Run to stop them.

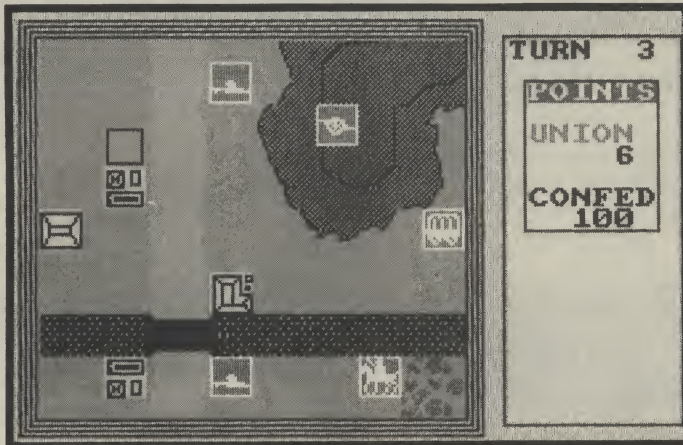


Scroll to the left ● Turn 4 ● Confederate cavalry regrouping

The actual battle was a disaster for the over-confident Union forces — now it's your turn to try to rewrite history.

Ignoring the set-up menu for now and on to the game proper. The screen is divided into two parts. On the left is a

JOHNNY REB II



window which scrolls around the battlefield giving you detailed information on where troops are, what the terrain is like and so on. The map graphics are good. If you shift the window about the battlefield you can see that the Union forces are defending a bridge over a river. The river runs top to bottom of the battlefield, and a road runs from left to right. The Confederate player scores by leaving the battlefield on the right; the Union player scores by halting the opposition. Also on the map are woods, hills and houses. Houses and woods are good for hiding in. Hills mean you can fire over people.

Finally, you can also see various unit icons: black figures drawn on fairly large squares, about four characters to a side, grey for the Confederates, blue for the Union. The figures depict what type a unit is — man with a musket for infantry, man on horse for cavalry, wagon for supply train, cannon

The complete playing area ● Shows areas of woodland ● And hills

Turn 3 ● By the bridge over the river

● The icons show Union infantry ● Artillery, supply train and cavalry for artillery — and also what the unit is doing at the moment. For example a man with a levelled musket means the unit is firing. Musket at high port means the unit is advancing, etc.

When you've moved the on-screen cursor over a unit, either using keyboard or joystick, you can get details about it. Below the map window, you get the name of the unit, and then a list of categories — type, strength, ammunition, morale and experience. How high a unit rates in each of these categories is effectively shown by a colour code; green is usually good, grading down through yellow to red.

When you've got the cursor over a unit icon, you can give orders. Hit the Order Key/Fire button and, to the left of the map window, you get information on what that unit is doing now. Hit it again, and you get the various different icons for the actions that unit is allowed to perform. Now use the joystick to choose the one you want it to do next, and hit fire. If you order an advance or charge, the game will ask you to show on the tactical map, using the cursor, where you want the unit to advance or charge to. Likewise, if you tell it to fire at something, you have to move the cursor to show where.

The units will actually perform their orders on screen. One which is firing will fire (little bangs from the Spectrum), then reload (the icon changes to show a figure reloading a musket), then fire again. Rather a nice effect. Obviously, if you fire at something you hope to cause

casualties. You can only give orders to your own troops of course, and if you put the cursor over an enemy unit you can only get the most basic information.

You can also access a strategic map, which is two screens wide: this shows you where all the units are on the battlefield, although you can only see what side they're on, not what they are.

I played with the basic default game against the computer as the Union commander responsible for the defence of Washington against the Rebs. The computer took the role of the Confederates.

I didn't have any idea at the beginning of the game what the control keys were so my outlying pickets were overwhelmed before I could give any orders. But let me tell you, once I'd assumed the reins of command I gave those Rebs a talking to! It wasn't long before I had them running off the battlefield. OK, so they were running towards Washington and the Confederates had managed to score well over 300 to my 126, but those are minor details!

As a final nice touch you can add new units, defining strength, type, morale and placing them on the battlefield or defining where they come on and when. You can also add new features to the battlefield; fences, stone walls, and extra houses. These all make it easier for the Union forces to defend: to compensate for this the

FACTS BOX

A winner for the strategy gamers.

Smoothly programmed, easy to get to grips with



**JOHNNY
REB II**



Label:
Lothlorien



Price: £9.95



Memory:



48K/128K



Reviewer:

Gary Cook

Confederates get bonus points.

Johnny Reb II is one of the best three wargames I've seen for the Spectrum (the other two are Arnhem and Desert Rats by CCS).

It's well presented, and terrific fun to play. I hope whoever wrote it had the sense to create an authoring system, because I'm going to be clamouring for more ■

EUROELECTRONICS

ZXL PRINT III CENTRONICS - RS232 PRINTER INTERFACE

Enables your Spectrum 16k, 48k, Spectrum+ or 128k (in 48k mode) to print on almost any dot matrix or daisy wheel printer with RS232 or Centronics input. Just plug in ZXL Print III and LPRINT and LLIST commands will work. COPY works without any additional software on Epson, Star, Brother, Walters, Mannesman Tally, Taxan Kaga, Canon, Shinwa, Citizen, Epson compatibles and a full colour copy on Seikosha GP700. Optional extras are available for 4 Colour screen copies on CGP115, MCP40 & 80, SCP80, and shaded screen copies for Epson compatible printers.

ZXL Print III is also compatible with INTERFACE 1, VTX 5000 modem, OPUS Discovery and BETA interfaces.

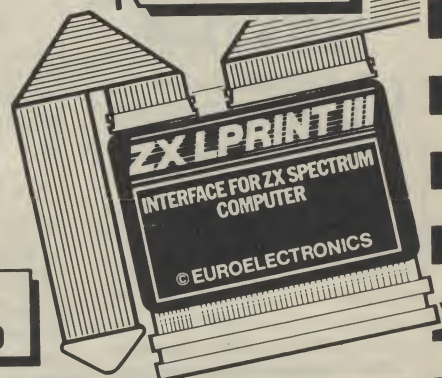
Optional extras: 4 copy screen copies £5.00. Shaded screen copies £5.00p.

- WORD PROCESSING • PLUG IN FOR LLIST, LPRINT & COPY
- PRINTS SPECTRUM GRAPHICS & UDG's • HIGH RESOLUTION SCREEN DUMPS • TWO COPY SIZES ON EPSON & COMPATIBLES
- PRINTS PRESTEL FRAMES WITH SUITABLE MODEM
- COMPATIBLE WITH MICRODRIVES & INTERFACE 1

Now available!

RGB
INTERFACE
£45.00

Interface **£29.95**
Cable **£8.85**
Inc VAT



SPECTRUM 48K BUSINESS SOFTWARE

BUSINESS PACK.

£14.95p

This suite of programs includes Sales Day Book, Purchase Day Book and Business Bank Account. These programs are being used by over 1000 companies to produce VAT and annual accounts; the Purchase and Bank Account programs allow for analyses under 17 subheadings. The Sales programs produce statements of outstanding invoices. Both Sales and Purchase programs calculate VAT.

INVOICING.

£15.00p

This program will print out invoices, calculates discounts and VAT. The program will calculate totals from unit prices. Up to 50 accounts with 250 outstanding invoices.

SALES/PURCHASE LEDGER INVOICING

£25.00p

This program is for use on microdrive or Opus Disc only. The program will print an invoice using a built-in price list and post the invoice to your customer's account. Will also print price list, statements, labels, etc.

WORDPROCESSING

TASWORD THREE by Tasman

£16.90p

This new version of Tasword is supplied on microdrive with the following features: 128 column print out, tabs, page footers, buffered typing, page headers, full insert mode, built mail merge.

TASPRINT by Tasman Software

£9.90p

Use this program with Tasword Three to produce 5 different fonts on a dot matrix printer.

SPREAD SHEET

OMNICALC 2 by Microsphere

£14.95p

This is the long-awaited micro-drive version of omnicalc complete with histograms and many other features.

STOCK CONTROL

STOCK CONTROL.

£10.95p

Handles 900 lines, including details of supplier. Program has full search facilities enabling you to search and update all lines from one supplier.

DATABASES

MASTERFILE by Campbell Systems

£14.95p

This is one of the best database programs available for the ZX Spectrum. This program has many uses in a small business.

SUPERFILE.

£14.95p

This is a new database program that stores pages of text 64 columns x 22 rows. The program includes word processing and full search facilities.

V-NOTCH.

£12.95p

Index and Catalogue System, for collections of photographs, recipes, books, knitting patterns, stamps, etc. Up to 3500 items per file full search facilities.

BUSINESS GRAPHICS

HISTO-GRAPH.

£10.95p

This program will enable you to present figures in histograms or pie charts. Displays 3 years as a direct comparison or 5 years to show a trend. A unique feature of this program is that all the figures can be printed with the histogram.

UTILITIES

DLAN by Campbell Systems

£7.95p

Use your Spectrum to sell your products. Dlan will display messages in up to 11 different typefaces. Will scroll text in any direction.

TASWIDE by Tasman Software

£5.50p

You can use this program within your other programs to display 64 columns on screen.

MF-PRINT by Campbell Systems

£6.95p

Enables you to set a print format for your full-size printer within masterfile. Supplied complete with masterfile for **£19.95**.

TASMERGE by Tasman Software

£10.95p

Allows you to transfer data from Masterfile into Tasword enabling you to use Tasword for mail merge. The program allows you to specify line and column of each field. For use on micro-drive only.

TRANSEXRESS by Romantic Robot

£9.95p

Micro-drive utility program which will enable you to back-up all your micro-drive cartridges.

TASCOPY by Tasman Software

£9.90p

This program allows you to produce 3 sizes of screen copy using Interface 1.

SUPADRIVE

£9.95

This program supplied on microdrive allows you to format a cartridge on the spectrum with 100-105K, retrieve corrupted files or print a full catalogue showing addresses and start lines.

ACCESSORIES

Microdrive storage boxes

£4.95p

RS 232 lead

£11.50p

Monochrome monitor connector

£11.50p

RGB monitor connector

£45.00p

Centronics interface

£44.90p

3 1/2" floppy discs

£4.81p

Continuous Paper 2000 sheets

£12.98p

Continuous labels 1000

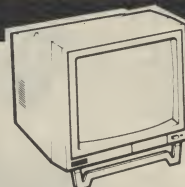
£6.65p

Add **£1.00** post for labels. **£3.00** post for paper.

MICRODRIVE CARTRIDGES

Blank microdrive cartridges	£1.99p
Microdrive storage box with 10 cartridges	£22.45p
Microdrive storage box with 20 cartridges	£39.95p

MONITORS



Philips 7502

	Ex VAT	Inc VAT
Philips 7502 monochrome	£75.00p	£86.25p
Philips 8533 RGB + C/V	£250.00p	£287.50p
Spectrum monitor lead	£10.00p	£11.50p
Spectrum RGB interface	£39.13p	£45.00p

PRINTERS

Dot Matrix

Seikosha SP1000 RS232	£150.00p	£172.50p
Seikosha SP1000 Centronics	£179.00p	£205.85p
Brother M1109	£185.00p	£212.75p
Epson LX86	£215.00p	£247.25p
Taxan Kaga	£250.00p	£287.50p
Epson FX85	£368.00p	£423.20p

DAISY WHEEL

Silver Reed EXP 400	£215.00p	£247.25p
Brother HR15XL	£430.43p	£495.00p

Delivery of monitors & printers **£5.75p**

DISC-DRIVES

Discovery 1 by Opus 180k	£115.00p
Discovery 2 by Opus 360k	£199.00p

OPUS DISCOVERY SOFTWARE

Business Pack	£17.95p
Sales/Purchase Ledger Invoicing	£25.00p
Tasword Three	£19.50p
Stock Control	£13.95p
Omnicalc 2	£21.90p
Masterfile+MFprint	£22.95p
Superfile	£14.95p
V-Notch	£12.95p
Histo-graph	£14.95p
Dlan	£10.95p
Transexpress	£14.95p
Tascopy	£12.90p
All programs supplied on 3 1/2" discs	

DISCS

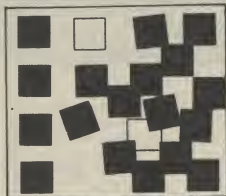
10 x 3 1/2" blank discs	£27.00p
Box to hold 12 discs	£5.50p



TRANSFORM LTD (DEPT.SU9) 01-658 6350
Mail order only. 24 West Oak, Beckenham, Kent. BR3 2EZ

VISA

STRATEGY SIMULATION



REVIEW

With Kasparov and Karpov battling it out in the World Chess Championships the oldest wargame is in the news.

There are several excellent chess programs around and the latest from The Edge is a marvellous and complex affair, suitable for beginners and experts alike. It certainly makes a Karpov-like opponent.

Psi Chess makes no attempt to explain the rules of the game (there are plenty of books which do just that) but the program understands such features as the 50 move rule, underpromotions and castling, as well as having a number of difficulty levels.

Initially what appeals is the way it looks. It's beautiful. You can choose to play in 2D or 3D (there are no attribute problems), orientate the board to look at it from all four sides, and best of all, choose whether to play with the traditional Staunton set or the more ornate Isle of Lewis set. The Staunton pieces are easier to see, but both are well depicted. The Edge even has plans to put other chess sets on tape, which can be loaded into the game.

The instructions are long, but easy to understand, and as a rank beginner I found it surprisingly easy to start playing. You're given a choice of how to enter your moves too — from the keyboard or joystick. I found the joystick easier, using the arrow cursor to pinpoint first the piece I wanted to move and then the square it's to jump to. If you prefer you can enter your moves in the conventional

PSI CHESS

FACTS BOX

A cracking good game of chess with wonderful graphics. Suitable for beginners and experts alike

PSI CHESS

Label: The Edge

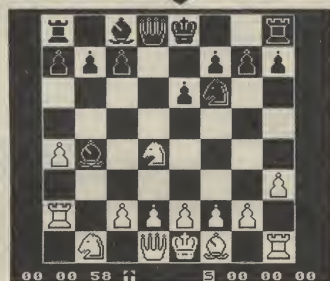
Price: £9.95

Joystick: Kempston,

Sinclair, cursor

Memory: 48K/128K

Reviewer: *Clare Rodger*



manner by typing in abbreviated instructions. For instance, 'pawn to Bishop four' would be expressed as C2-C4.

So the battle begins. In fact, I was no match for the computer even on the beginner's level, much as I enjoyed myself, so armed with a book I switched to A3 (a higher difficulty level where the computer makes use of its stored knowledge of

strategies) and tried the opening moves of the Sicilian and French Defences. For the first time I was in a winning position, with the computer making its moves according to the book. Then it decided to change things and within a short time it was Checkmate again.

You can learn from the game too, something I found particularly appealing. If you're a beginner and you try to make a move that would put you into check, the computer throws up 'illegal move' and won't let you make it. That encourages you to study the board to see what would have happened had you made the move.

There is also a facility to check over the last moves you've made by using one of the key modes. (There are three main modes which, with a combination of keys, allow you to use and alter the game's many features. You can then scroll forwards and backwards through your last moves either on the board or in chess notation. It also builds up the game in this algebraic form so you can review all the moves. It would have been useful if your and your opponent's moves



were recorded down the side of the screen while play's in progress, that way, you could see at a glance just what your opponent's last moves were. Still, you can always refer back.

A two-player game — rather than one against the computer — is possible and the facility to change the orientation of the board comes in useful at this point. . . You can also choose whether to play black or white and can even handicap an opponent by allowing him/her less time to make their moves.

There are many other features. You can save games, change *Border*, *Ink* and *Paper* colours, and set games up with the pieces in various positions

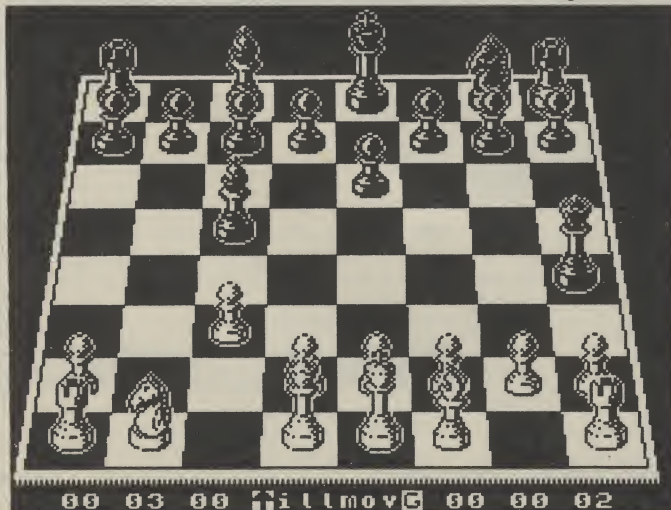
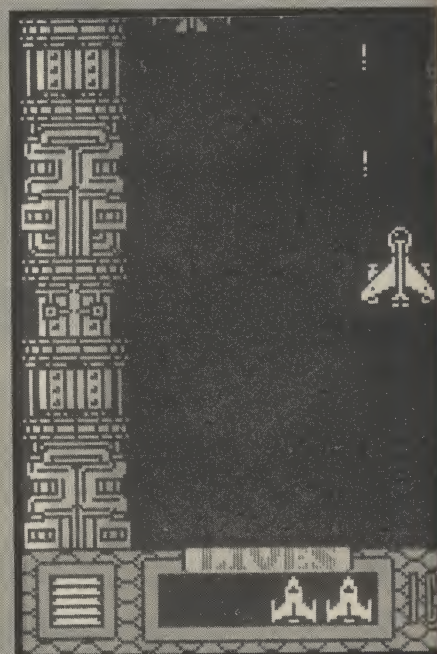
I.C.U.P.S.

ICUPS — International Commission for Universal Problem Solving — has got rid of the infamous Charlemagne Fortheringham Grunes, and has got another sucker to do its dirty work — yup, it's you.

Very different from the slick graphics of **Nodes** and **Arc of Yesod**, **ICUPS** is really two games in one, both shoot 'em ups — their only link being the rather tenuous storyline.

The first half is a straight 'Blast-everything-that-moves' as you fly up a seemingly never ending tunnel, beset on all sides by alien aircraft. These are colour coded and it'll take you no time to learn what does what and how it does it: yellow craft are indestructible and lethal on contact, green shoot down on you, blue fire up at you etc. Beware the ones that shunt you sideways into electrified walls where instant death awaits. It's pretty simple both graphically and visually reminding me vaguely of *Imagine's* now historical *Arcadia*. You get a

bird's eye view of the tunnel with you flying up the screen and the aliens flying down. One word of warning: if you slow





to work out strategies.

Psi Chess will offer a challenging game to club and tournament level players too, and though it may take longer to make its moves, bound by the clock setting, it makes full use of its preprogrammed knowledge of openings and strategies.

Of course, the game is only as good as its programmer, but Steven Watson is a keen chess player.

I thoroughly enjoyed **Psi Chess**. Once you've got the hang of which combinations of keys do what, you'll have no problems finding your way round the program. An excellent game ■

too much and hover at the bottom of the screen, yellow nasties tend to fly up from behind and zap you.

What saves the first part of the game is the difficulty factor. Some experienced zappers will, I'm sure, complete it almost



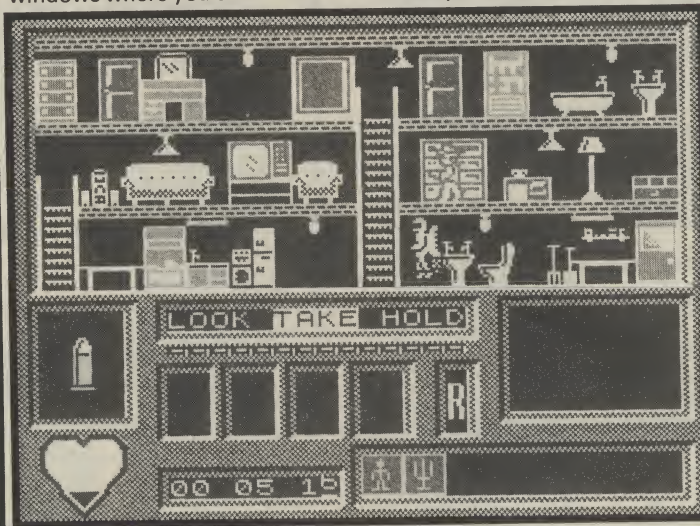
TIME TRAX

At first sight **Time Trax** looks like Activision's **Little Computer Person** with its cut away view of a house, loo, bed, even dustbins, all in place... and somewhere the owner is wandering about. Actually, you lurk more than wander and it's not a house, it's the latest in bomb shelters (all three floors of it!) and the bomb's just dropped.

Time Trax, notwithstanding its incredibly detailed graphics turns out to be awfully tedious. The game is controlled through a number of icons and scrolling windows where you can choose

whether to *Look, Take, Drop, Swap*, etc. It all takes time and as it's best to start off with a weapon and ammo, you spend the whole of the first screen searching every piece of furniture for them. Yet there are so many places to look it quickly becomes irritating and repetitive.

The storyline is seemingly complex but basically what you've got to do is defeat evil and balance the world's equilibrium by returning to the Eight Minds their Character Items — tiles. Various flickering baddies pursue you, hence the



FACTS BOX

Two games in one. Incredibly unoriginal joystick-destroying stuff but quite addictive for all that

ICUPS

Label: Thor
Price: £8.95
Joystick: Kempston, cursor
Memory: 48K

Reviewer: *Clare Edgeley*

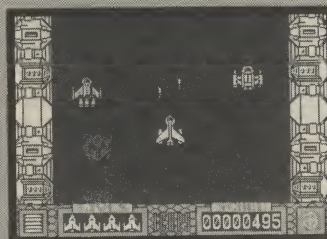


immediately. But if you've got two left hands, like me, you'll find it a tricky job to get through all three tunnel sections unscathed.

Eventually I got there, and entered the space ship and the second half of the game. You've got to find four parts of a bomb

◀ Edgeley goes for broke ● The third and final section of the suicide tunnel ● Beware the green meanies they drop bombs on you

and this time you control a sort of flying pig — described as a DEEN Mk II robot on the cassette inlay, It's even got a jet pack on its back and bounds around the maze avoiding robopods and hopping faces. The space ship is planned out in



corridors with exits leading up and down. Very confusing as all the corridors look alike and it might be a good move to map this one out. The pig's got five lives and each ends when its energy, which drains away each time it comes into contact with a pod, falls to zero.

There's nothing spectacular about either of the two parts of the game. The graphics are very average and the gameplay is old hat. Embarrassing to admit then that I rather enjoyed it and I didn't want to stop playing ■

ARCADE ★ REVIEW

FACTS BOX

Well programmed, with a complex plot. The action tends to the predictable and repetitive though

Label: Mind Games
Author: Binary Design
Price: £9.95
Memory: 48K/128K
Joystick: Kempston, Sinclair, cursor
Reviewer:

Reviewer: *Clare Edgeley*



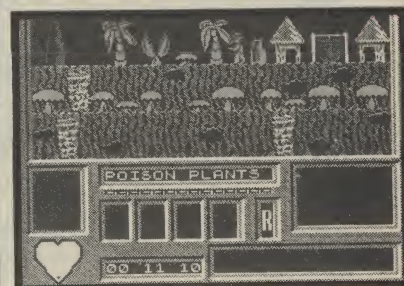
◀ A bullet's found in the chest of drawers on the middle floor ● Beware the baddie on the lower level

weapons. If you've got no protection, they tend to drain your energy and in a remarkably short time you'll die of sheer exhaustion.

Having armed yourself, you set off to find tiles and, by trial and error, present the right tile to the right Mind. In between there are spells and potions to find and use, the Guardian of the Runes to dodge and time zones to explore. There are seven zones in all taking you from 50,000BC to 21,000AD, and the graphics in each are nicely different.

All the while you must use the scrolling windows to *Look* for handy objects and *Take* them. There are also charms which *Restore* energy, *Charm* a character when trading articles, *Open* some objects and *Banish* others.

A lengthy booklet is enclosed with detailed descriptions of how to play. But once I'd read it I didn't feel much the wiser. And you won't solve the game quickly. I'd need heaps of patience, much more, I suspect, than I'll ever have ■



FOOTBALL MANAGEMENT STRATEGY GAMES from E & J SOFTWARE

48K SPECTRUMS

3 quality football games for serious enthusiasts. Each game uses the full available memory of your Spectrum or Spectrum+ and is packed with genuine features.

PREMIER LEAGUE

OUR COMPREHENSIVE AND EXCITING LEAGUE GAME — FEATURES INCLUDE: Training, Team Selection, Substitutes, Half-Time Scores, Full Squad Details, Named Goal Scorers, Team Styles, Save Game, Financial Problems, 5 Skill Levels, Transfer Market, Injuries, Continuing Seasons, Printer Option, PLUS MANY MORE!

EUROPEAN TROPHY

A SUPERB EUROPEAN COMPETITION STYLE GAME WITH THESE FEATURES: Home & Away Legs, Away Goals Count Double, 2 Substitutes Allowed, Extra Time, Penalty Shoot-Outs (with sudden death), Match Injuries, Injury Time, Match Penalties, 5 Skill Levels, Pre-Match Reports, Team Selection, Named Goal Scorers, Save Game, Printer Option, PLUS MANY MORE!

★★★ SPECIAL FEATURE ★★★

Transfer your PREMIER LEAGUE winning side into EUROPEAN TROPHY

Both these games can be played separately or as COMPANION GAMES

★★★ Games £5.25 each ★★★

SPECIAL TWIN PRESENTATION PACK OF BOTH GAMES AVAILABLE AT ONLY £9.95

and now! WORLD CHAMPIONS

An exciting World Cup Football Management simulation taking you from the first warm-up friendlies through the qualifying stages, Tour Matches and onto the finals. LOOK AT THESE FEATURES! Select Team from Squad of 25, Pre-Match Team News, Disciplinary Table, Full Results List, Match Suspensions, Change Player or Team Name, League Tables, 7 Skill Levels, Save Game, Printer Option, PLUS MANY MORE!

WORLD CHAMPIONS features a superb comprehensive text match simulation including the following: Match Timer, Named Goal Scorers, Goal Times, Corners, Free Kicks, Injuries, Bookings, Penalties, Sending Off, Injury Time, Extra Time, Penalty Shoot-Out.

★ ALL THIS AT THE UNBEATABLE VALUE OF £8.95 ★



All games now in stock for immediate despatch — order your copies now!

FANTASTIC VALUE — ORDER ALL THREE GAMES FOR ONLY £15.95

All prices include postage and packing (add £1.00 outside UK). Available by mail order only.

**E & J SOFTWARE, Room 1
37 Westmoor Road, Enfield, Middx, EN3 7LE**

OLIVER'S MUSIC BOX

THE ULTIMATE MUSIC PROGRAM

- **PITCH RANGE** — In excess of Piano keyboard.
- **TIME SIGNATURE** — Rejects the impossible.
- **DURATION OF NOTES** — From demisemiquavers through tied semibreves. Including any tied duration between. Groups of notes — Triplets, fifths, sixths, sevenths and ninths. Staccato and notes across bar lines.
- **BAR LINES** — Automatic insertion. NO LIMIT ON NUMBER.
- **MAXIMUM NUMBER OF NOTES** — 5600.
- **KEY** — Automatic correction for key and easy transposition to any Major key.
- **FULL EDIT CONTROL** — Step through music — INSERT DELETE OVERWRITE.
- **TEMPO** — 20 through 255 crotchets/minute.
- **INCLUDES 15 DEMO TUNES** with playing time of over 20 minutes (on 4 minutes of tape).

**SAVE — LOAD — PRINT
UTILISE IN YOUR OWN PROGRAMS**

For only £5.95

48K Spectrum

ONLY FROM — COSMIC POP, PO BOX 475, LONDON E4 9UD

With our Compliments
You can advance
with Saga



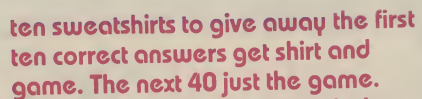
04862 22977

Faster Than Light is what happens when some of the most exciting and technically innovative adventure programmers in the country decide to down axes and runes and grab photon zappers and turbo lasers . . .

Sinclair User is giving away copies of its first release, *Lightforce* and quality FTL sweatshirts.

What you do

We have fifty copies of Lightforce and



- 1) What was the name of the hero in Gargoyle's Tir Na Nog.
- 2) What was the title of Gargoyle's first release (be careful, it's tricky).
- 3) What was the title of Gargoyle's second adventure?

If you know the answers fill in the coupon below and send it to: Faster Than Light Competition, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1A 3AU. Closing date for the competition is September 24.



Name:

Address:

.....
Answer

1)

2)

3)

T Shirt size: S ☐ M ☐ L ☐ XL ☐

(tick)

EMAP and FTL employees may not enter

A taste of what's on offer **Lightforce** below ▼





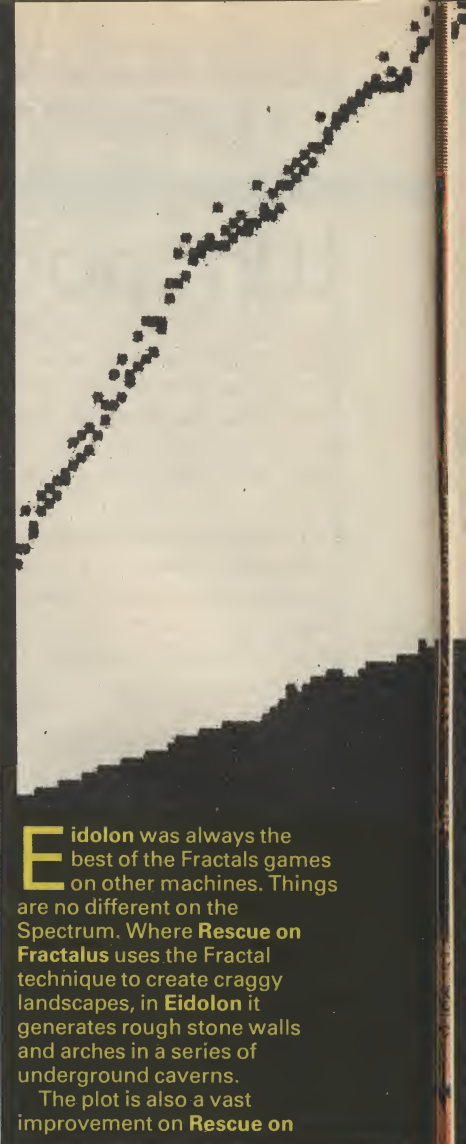
Molehills & mountains

Graham Taylor discovers the geometry of Fractals' firepower

At long last the three Lucasfilm, Fractal-based programmes — **Raid on Fractalus**, **Koronis Rift** and **The Eidolon** — have been converted to the Spectrum. Each of the titles — to be released over the next couple of months — uses an intriguing new technique to create its graphics.

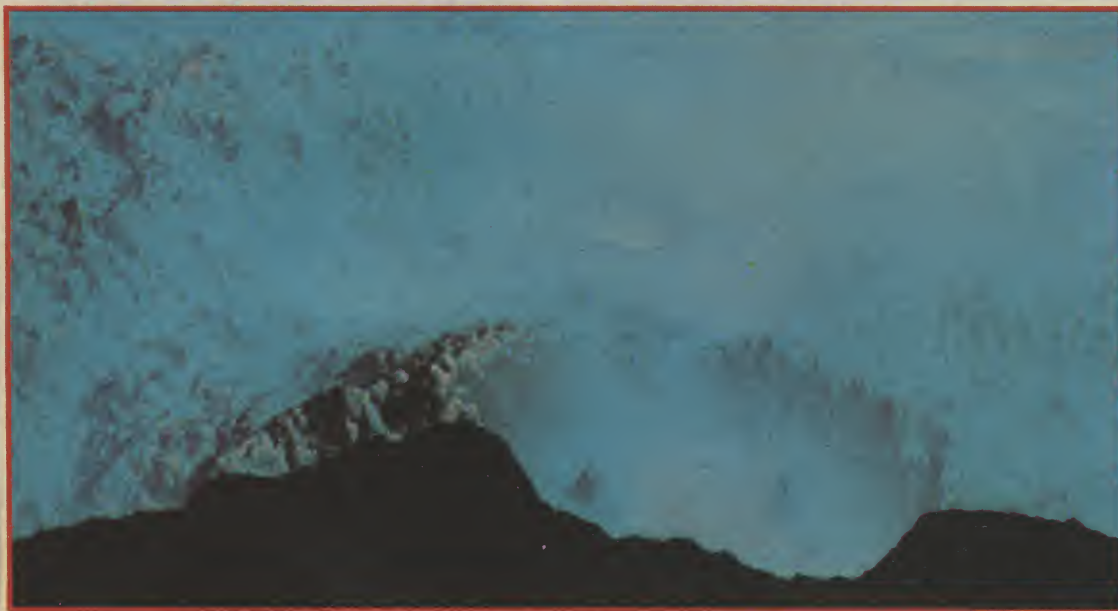
What are Fractals? They are the end result of what mathematicians call Fractal Geometry — a process where graphics shapes are built-up from miniature versions of themselves. Fractals are significant in a number of ways — mathematicians go ape over them — but one aspect is particularly relevant for their use in computer graphics. They produce incredibly realistic landscapes.

The Lucasfilm fractal games all feature large complicated landscapes with lots of details. The result is they look pretty good. But would you want to play them? In this special feature we look at the games and explain the system on which they are based.



Eidolon was always the best of the Fractals games on other machines. Things are no different on the Spectrum. Where **Rescue on Fractalus** uses the Fractal technique to create craggy landscapes, in **Eidolon** it generates rough stone walls and arches in a series of underground caverns.

The plot is also a vast improvement on **Rescue on**



Pictures: Creative Computer Graphics (Annabell Jankel, Rocky Morton/Cambridge University Press)

▲ **Fractal Lunar Mist**, Richard Voss, IBM

▼ **Peak**, Mark Snitily



FRACTALS

Imagine a square. Suppose you look really close at the lines that make up the square and discover they are not actually straight but consist of myriad regular square-shaped indentations that only look like a straight line because they are so small. Imagine examining the indentations under a microscope and discovering that each tiny indentation was in fact not made of straight lines but consisted itself of myriad square-shaped indentations. Now imagine that this process goes on for ever, each seeming straight line in fact consisting of tiny regular shapes made in turn of more tiny shapes . . .

The key thing is that this kind of wheels-within-wheels brain-addling process is exactly the kind of regular mathematical transformation computers are pretty good at. The results are, for example, very realistic-looking landscape graphics, with seemingly infinite craggy details. The way the landscape's graphics are built up reflects the fact that nature itself constructs things in a fractal-like way (try looking at the edge of a leaf, sometime). Hence the tremendous illusion of realism that can be created ■



Rescue on Fractalus is the first of the Fractal-based titles. In many respects

GRAPHICS

By restricting the Spectrum colours in the fractal area to plain old black-and-white, and by some superb programming the caverns are beautifully realistic and animate smoothly as you weave your way through them. The Fractals create angular shapes that have a natural look about them, and the result is caverns that are genuinely claustrophobic.

The non Fractal graphics — the Eidolon cockpit interior and especially the monsters — are equally impressive, if a bit dated looking



FACTS BOX

Best of the Fractals games, beautifully converted to the Spectrum. Impressive original touches

THE EIDOLON

Label: Activision
Author: Tony Adams
Memory: 48/128K
Joystick: Various

Reviewer: Graham Taylor



THE EIDOLON

Fractalus. Eidolon isn't astoundingly complicated but has enough different features to keep you interested. More than that it has genuine style. The design of the graphics, the fractal landscapes, even the presentation of the instructions all mesh together to create the idea of a world of eccentric Victorian adventuring.

Someone in the Eidolon design team has obviously read

H G Wells' *The Time Machine* because much of the character of the game is derived from that book. You follow the travels of Dr Josef Vincent Agon, a Victorian scientist whose diary tells of his strange adventures in 'The Eidolon', a device driven by the mystical powers of the mind. The mystical powers send you hurtling into a bizarre and terrifying world (don't they always) where around each

next cavernous corner lurks an even more fearsome monster.

Put simply the game is this: guide the Eidolon around the mysterious caverns, collect the strange fireballs and discover what fireball kills what monster. Destroy all the combatants and you can take a crack at the dragon, head honcho in the monster department who guards the way into the next level. The assorted unpleasant

beings you encounter can be destroyed by launching the correct coloured fireball, and the dragon barrier is removed by having collected the correct jewel.

Eidolon is part maze, part dodge and part reasoning game while at the same time being a Fractals demonstration.

The animation is limited but the excellence of design more than compensates ■

EIDOLON ALUS

it's disappointing. Perhaps because it's the first it's the weakest on plot.

Fractals are all about craggy landscapes, consequently it's no surprise to discover that the game is set on 'Fractalus, the most inhospitable planet this side of the Kalamar system' — an excuse for lots of jagged edges if ever I heard one. The idea is that you pilot your Valkyrie fighter over Fractalus seeking out pilots shot down over the planet. You must then land and wait for the pilot to run on board. Rescuing pilots replenishes your energy — why I don't know — and after a certain point allows you to move on to the next level.

So the game splits into two sections, tracking down pilots (which becomes comparatively simple once you get used to the controls) and knocking out enemy gun emplacements before they blast you from the sky. In later levels there are space ships to deal with as well.

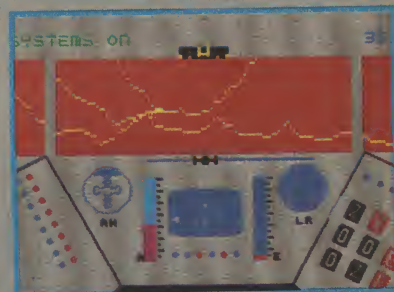
The problem is game play — there isn't enough of it.

Later levels make the pilots more difficult to find and have increasing numbers of alien machinery blasting away at you, but there isn't a lot of skill involved in many aspects of the game. In particular, it is surprisingly difficult to crash your fighter ■

GRAPHICS

There are two elements. The Fractal landscape seen through the ship's viewing screen and the interior of the Valkyrie fighter. The overall cockpit detail I found disappointing — all big and chunky. I thought it looked a little amateurish and out of keeping with the sophisticated graphic intentions behind the Fractalus concept.

The landscapes of Fractalus were better than the interiors but still not absolutely



convincing. The Fractal effect is used to depict an arid craggy landscape, sheer peaks dropping down to deep valleys and sudden outcrops of twisted rocks.

That's the intention anyway and at some points, particularly when moving at speed over a trench-like valley, you do get a visual effect that is quite spectacular. The problem is that the screen up-dating is too slow, making the whole thing look jerky. The Fractal effect itself is hardly the same on a Spectrum as it is on Crays and mainframes, but it certainly could be better than this (see Eidolon). Where you once had an almost infinite regression of mathematical shapes constructing extremely natural looking forms, here the Fractal effect tends just to look like wiggly lines.

FACTS BOX

Programming limitations and lack of game plot restrict the appeal of this, the first of the Fractal titles

RESCUE ON FRACTALAS

Label: Activision
Author: Dalali
Price: £7.95
Memory: 48/128K

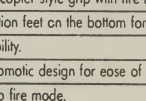
Reviewer: Graham Taylor



CHART HIT LIST

CYRUS-15-CHESS G23/S
 AMBERS
 DEZERT RATS
 DOODHAKS REVENGE
 ENIGMA FORCE
 FAIRLIGHT
 GREMLINS
 GYRON
 HALL OF FAME
 HERBERTS SUPER RUN
 NISNOTS
 HUMAN TOUCH
 KNIGHT
 COMPLEX
 LORDS OF MIDNIGHT
 MACHINERY COOE TEST TOOL
 MARS PORT
 MASTER TOOL KIT
 MAX HEADROOM
 MONOPOLY
 OPERATION CARETAKER
 PENTACRAM
 PRINT UTILITIES L/S/S
 PSSST
 REBEL PLANT
 ROBIN OF SHERWOOD
 ROBIN OF THE WOOD
 SEAS OF BLOOD
 SIR FRED
 SNOODITS
 SPIDERMAN/HULK TWIN PK
 OPTIME
 SUPERBOWL
 /O/S
 THE GREAT HALL OF FAME
 ARENA
 AUSTERLITZ
 BATTLE FOR MIDWAY
 BIGGLES
 BOULDERROSS III
 BOUNCERS
 COLLOSSUS CHSS 4
 CORE
 CRITICAL MASS
 CYBERHUN
 DRAGONS LAIR
 DUN DARCH
 EQUINOX
 EVIL CROWD
 FANTASTIC FOUR PART 1
 FIGHTER TO HOLLYWOOD
 GUN FRIGHT
 NIGHTSMASH
 OF THE MASK
 KNIGHT LORE
 LORDS OF TIME
 MIDSTONE
 NEVER ENDING STORY
 KILL FALDO GOLF
 HODGES OF Y2000
 ONE BY ONE
 PENTACRAM
 PLANETS
 PRICE OF MAGIC
 PUT GAMES
 RETURN TO EDEN
 SNOWBALL
 SPY VS SPY
 STAR SEEKER
 SUPERCHSS 3.5
 WARRI
 WILLIAM BOBBAN
 BACK TO THE FUTURE
 GHOSTBUSTERS
 HI-ZACK
 MERMAID MADNESS
 SPIN OIZZY
 THE

The diagram shows a top-down view of the CustomCard 5-Pack interface. A speech bubble points to a button labeled "BUSH". To the right, a larger unit has a "Reset Button" and a "Mode Switch" indicated by lines. Below the unit, a "Connector Cable" and a "Solenoid Joystick Plug" are shown.



Helicopter style grip with fire button on top.

Suction feet on the bottom for added stability.

Ergonomic design for ease of use.

Auto fire mode.

The world's best selling joystick, over 6 million sold worldwide.

ORDER CODE: SVQ2 RRP £9.95

**SPECTRAVIDEO
QUICKSHOT
MKII S**

**OUR PRICE
5-99
£5.99 for PIP**

AHHH... WHAT A LUVELY DAY... FOR A WALK TO THE SHOPS...

CAN YOU PUT A STOP TO THIS
LITTLE MENACE'S EXPLOITS?

JACK THE NIPPER...

And you'd better
behave yourself

Course I will Mum!

...& HERE WE ARE!

JUS' MICRO

NOW IN...

JACK the NIPPER!

OH NO! NOT HIM AGAIN

Oi-! load in Jack the
Nipper for me- or else!

MONTYS
RUNNING
OFF!

...OR SO THE STORY GOES-WE THINK!

AND SO... A STAR IS BORN...

I luv scaredycats

And I always
have a smashing
time

Me's a star

FREE
badge with
every program!

Just look
what I can do!

Ha Ha!
I'm a monster
maker

Bet ya can't
stop me freeing
prisoners

Ugh teddies,
they must think
I'm a baby!

BUY THIS GAME... OR ELSE!

Gremlin Graphics Software Ltd.,
Alpha House, 10 Carver Street,
Sheffield S1 4FS. Tel: (0742) 753423,
Telex No: 547274

GREMLIN

SPECTRUM 48K · MSX · AMSTRAD ·

ARE YOU TOO MUCH OF A WIMP TO PLAY THIS GAME

TAKING...

...TIGER
MOUNTAINTHE ODDS ARE
AGAINST YOU!

You'll have to plan for the future and use your tactical skills to take the attack-tank through to "TIGER MOUNTAIN".

"TAKING TIGER MOUNTAIN" is in 3D colour, set in a real-time battle environment, which makes it the most advanced battle simulation available.

**For the AMSTRAD
CPC Range.**

(Price includes P&P)

N-E-X-O-R

THE COUNTDOWN HAS BEGUN...

One man stands alone to defend the ultimate weapon "NEMESIS" from the Andromedan robot forces. He has to escape with the "NEMESIS" intact, or start the countdown to self-destruct. Time is running out, every second counts...

**For the SPECTRUM and
AMSTRAD CPC Range.**

Selected "Design Design" titles are available from:—



WOOLWORTH WHSMITH

John Menzies COMET

and all leading software stockists, or direct from:—



Design Design Software,
125, Smedley Road, Cheetham Hill,
MANCHESTER M8 7RS.
Trade enquiries: 061-205 6603

MINDSTONE

Mindstone is *Dungeons and Dragons* in disguise. It may be wrapped up in icons, animated screens and visual clues, but at heart it's a game of stamina, battling, spell casting and exploration.

As such it is neatly presented and highly entertaining though not, I think, so utterly technically staggering as previous Edge offerings.

Once again a crazed son kills his mother, breaks his father's spirit causing him to nearly go bald, and runs off with the most powerful substance in the kingdom. The crazy is Nemesar, the mother was Shalmera, the father is King Jorma, the substance is the Mindstone and the kingdom is the Shadowlands. The good guy is Prince Kyle, brother of Nemesar who assembles a team of close friends and comrades — Merel Quin and Taina — and sets off to find Nemesar and the Mindstone. Each member of the team has a different strength, for instance, Merel is strong and Taina has more psych power (used for spell casting).

Explore the Shadowlands, discover useful objects and spells, trade, defeat enemies, remove obstacles. Gradually you begin to discover what character is best suited to what purpose, you find ways of replenishing strength, psyche power and gold. As you search the Shadowlands you come across people with useful objects or advice to sell. You discover too, obstacles, of various kinds, blocking your way. Clearing a path may require the right spell, in the right person's possession, or perhaps brute force from the



strongest member of your team.

Actions cost — one way or another — casting spells uses psyche power, battling uses strength. Whilst some team

members are more obviously suited to certain tasks than others, it is important to share the duties so that no one character gets completely dissipated. It's important too, to keep your eyes open. When a useful spell or object is present a symbol momentarily flashes on to the screen as you enter it.

There are two kinds of graphic display divided between the top and bottom of the screen. The top of the screen is rather like the kind of location illustration you might expect in a medium quality, graphically illustrated adventure. It gives some sense of atmosphere but wouldn't win any prizes.

The same may be said of the animation. In the top screen you

FACTS BOX

Thoroughly entertaining strategy game with adventure elements. The animated graphics is icing



MINDSTONE

Label:

The Edge



Author:

John Pitcher



Price: **£8.95**



Joystick:

various



Memory:

48/128K



Reviewer:

Graben Taylor

ADVENTURE



REVIEW

◀ In the marshlands ▶ A traveller has something to sell ▶ But do you want it? ▶ The blue arrow points to Merel indicating which figure you are currently controlling

see the four members of the team. If you tell one of them to, say, fight, he or she will walk over to the opponent and begin what appears to be a strange ritual dance, where both sides politely take turns in attacking. Attacking and trading are mostly animated and, quite honestly, I could live without it.

The bottom section of the screen is for issuing commands and keeping track of the status of each character. It displays the current character status, objects held and spells possessed. If you are using the joystick/icon control mode, it also displays the various command options. The graphic and icons are good, rather like *Shadowfire*, although some of the objects need to be described using the *Examine* option. (which uses words) to tell what they represent.

I enjoyed *Mindstone* very much. Many attempts have been made to integrate *D+D* style strategy with adventure puzzles and graphics.

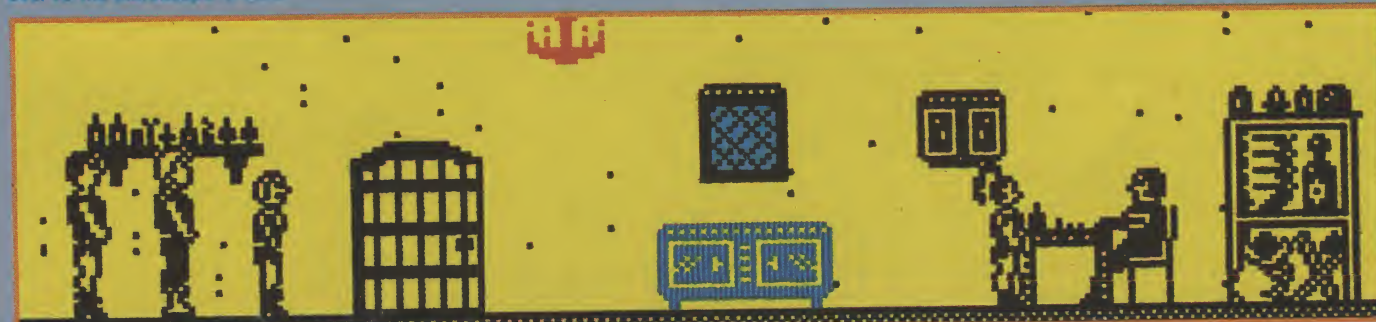
Mindstone is one of the most entertaining, if not the most technically ambitious ■

COMMAND MODES

An important element of the game. I was getting thoroughly fed up to begin with, using the menus and joystick to repeatedly issue the same commands — it became a very tedious, if simple, process. I started to enjoy the game when I discovered the direct keyboard entry mode which works more like *Lords of Midnight*; one key stands for each instruction, characters are selected by pressing numbers one to four. It speeds the game up considerably



▲ The four members of your team ▶ Prince Kyle, Merel, Quin and Taina ▶ Each of them have their own strengths and weaknesses ▶ Interior of the mystic's store ▶ Here you'll find the Zap Spell ▶ Taina walks over to the storekeeper's table



BACKGROUND NOISE

Background Noise looks behind the top games of the moment and speaks to the programmers who sweated blood to produce them. Background Noise looks from the author's point of view — at the particular programming problems and the way they were solved.

PYRACURSE

by Mark Goodall

"The game was an idea of Andrew Hewson's. All we kicked off with really was that we wanted a game with four characters and that the working title was to be Sphinx. That was around February last year.

Certain ideas began to crystallise. We wanted to set it in the classic adventuring period between the wars — like *Raiders of the Lost Ark* — nothing specific just a certain style and general feeling we wanted to create. We moved the setting to South America from Egypt because it seemed more mysterious and we could tie in a sort of Von Danekin mysterious alien visitors idea.

I got a lot of ideas — specific designs even — for how the game would look from an old catalogue I had from an exhibition of Inca treasure that had been held at the Royal Academy.

The real technical problem was speed of processing. The window formed by the TV screen scrolls over a large world in three dimensions. The world is occupied by

Part of Mark's design work on the overall Pyracurse layout ● The relative positions of major features were decided in the early stages when these sketches were drawn ▼

numerous interactive objects and animated sprites which have to conform to the normal visual rules about what is visible when something passes behind or in front of another object.

Graphic images were separated into two distinct groups. Those which remain in the same relative place, like walls and with which it is not possible to react, and objects like doors, keys and chests the status of which may change, eg, doors open, keys are picked up.

Getting the graphics shapes right was obviously one thing — some characters took nearly a week to get right because of the need to produce four editions, one for each direction, but the animation was the real problem. I spent a good few days crawling around the carpet on all fours trying to work out how a dog walks!

The screen image is initially built up in a 3K buffer which is the size of the active screen. This screen buffer is arranged in uninterrupted screen character columns so that plotting down the screen is made very easy and hence extremely fast.

The data for the game world is on three levels each of which is approximately

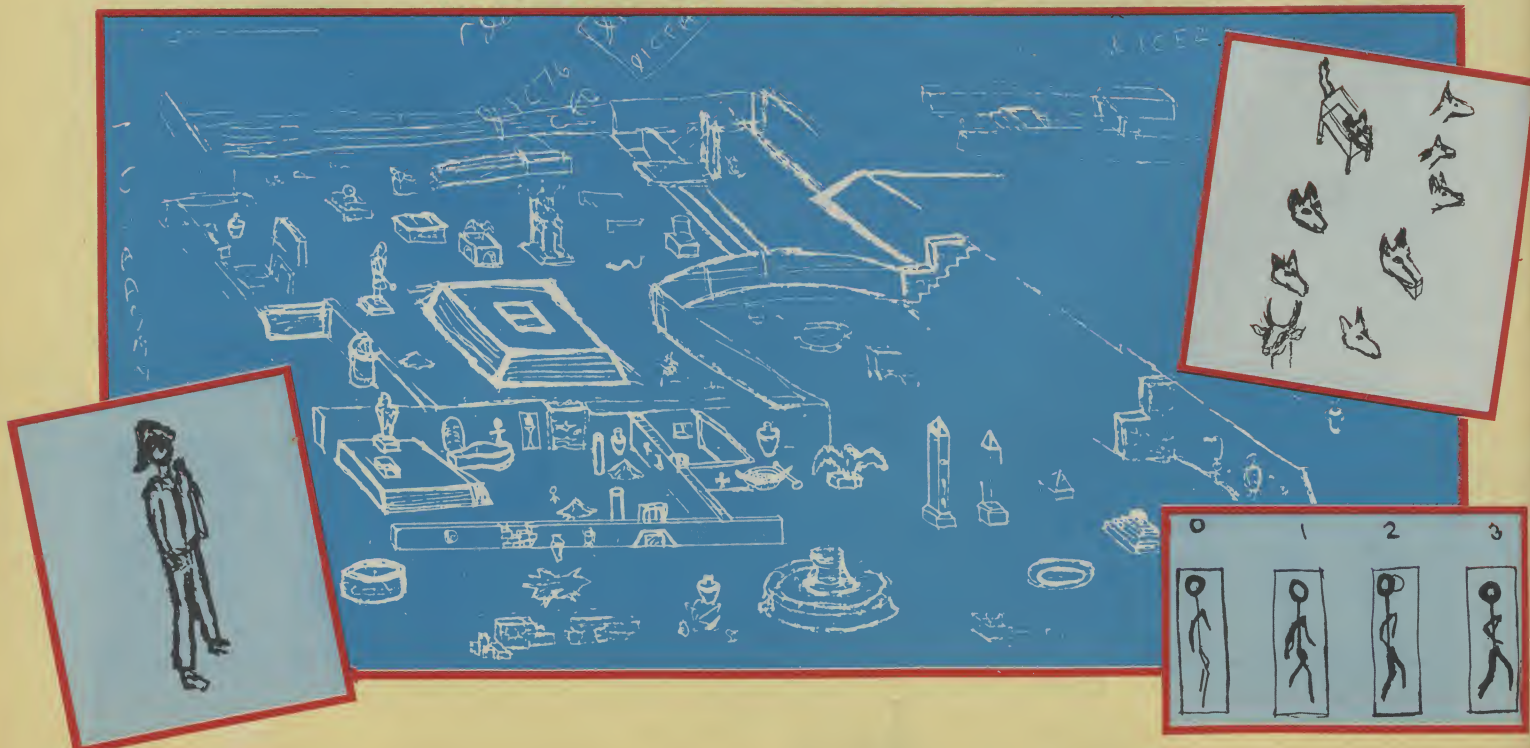
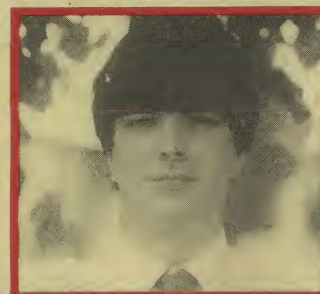
one hundred screens in size. The levels of the game are sub-divided into eight background units called zones. These elements are sixty-four by sixty-four screen characters in size and each has an associated list of background features.

The scrolling is in nibbles (a half character) both horizontally and vertically. This was achieved by moving the window horizontally in characters followed by a nibble scroll of the screen buffer when required. On each cycle a whole new screen image has to be redrawn simply because any object could have moved. Speed was achieved by only up-dating information in zones currently in the screen window.

The actual plot of the game developed with the hard programming. We actually wrote a lengthy story featuring the characters

▲ The original catalogue photo of an Inca figure which became an important motif in the game

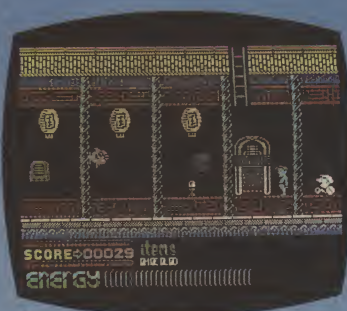
which 'explained' how they came to be on the Pyracurse quest. It also developed the individual characters and their motives. I actually did some work on coding 'personalities' for the characters in the game, but in the end this aspect of the program was dropped — making it into something genuinely significant would have taken up too much time. //



DYNAMITE DAN II

The Hero Returns!

Find and destroy Blitzen's secret record-pressing plant, hidden deep in the 8-island complex of Arcanum. 200 screens of crafty sprites, foot-tapping, music, and totally addictive gameplay!



OUT NOW FOR SPECTRUM £7.95
AMSTRAD VERSION COMING SOON

MIRRORSOFT

Purnell Book Centre, Paulton, Bristol BS18 5LQ

Making sense out of modems and micros

The system talks back! In a nutshell that's what grabs people about interactive micro communications. Buy a modem and before you know it you've been bitten by the comms bug.

Yet, what advantage is there in being able to talk with other people over the telephone lines by writing on-screen, when you could use a phone in the normal way much more easily and actually talk to them?

Public access databases, such as Prestel, accumulate thousands of pages of information daily and dump it on to their systems, but who needs to read the news minutes ahead of radio and two hours before it's on the TV?

Sure, specialist interactive databases clearly have an important function as an intelligent interactive source of data on, say, share prices or case law. But what use is communications in the home?

If you look at it like that, the answer is very little. But, by the same token, what use are computer games, or what is the point of learning to program?

Communications, just like any other aspect of home computing, is interesting largely for its own sake.

If you are thinking of getting a modem then don't kid yourself. You'll end up talking to a comms cowboy at the other end of the country, paging through latest computer product information, or jousting with wizards in **Shades**. You won't be doing anything particularly important apart from having fun!

JOHN GILBERT

Prestel

The bulk of information on Prestel concerns television timings, film reviews and the prices of food in the shops. It will also allow you to order goods, from shops such as Harrods, knock up a bill on the database which is transmitted to the store which then delivers to your door.

Prestel Teleshopping encourages you to stay at home and spend money, although the order you make is unlikely to be delivered for a few days. So much for instant access.

Baud rate: 1200/75

Cost: £26 a year plus 6p an hour

Info: London Prestel Centre, Freepost, London SU9 7BR

Micronet 800

Over the last four years Micronet has built

facilities prove seductive for those who want a cheap way of communicating with friends or colleagues. Each Mailbox has a number which operates in a similar way as a house number to a postman.

Baud rate: 1200/75

Cost: £66 a year including free modem

Info: 01-278 3143

MUD

MUD — Multi-User Dungeon — is a true play-by-modem adventure operated by BT.

MUD — the first game of its type is smaller than Micronet's **Shades** and can handle fewer players at one time. The cult fantasy game is based on a points system: the more you get the higher you rise in the

around Britain, of which there are several hundred, is diverse but the main core of a service is a message board on which casual callers can scrawl for each other. Some also include a telesoftware facility supported by callers who can either up-load — donate — or down-load programs.

Other bulletin board features include technical information on popular micros, product lists — which you may up-date — lonely hearts, and news.

Baud rate: Mostly 300/300

Cost: Mainly free

Info: See Table

up several hundred thousand pages of information which can be accessed through a simple series of menus. It's mainly an information base — just press four keys and you have the latest computer news — but, much more interesting to micro-owners, is the high degree of user interaction.

Two interactive multi-user games, which can handle more than 50 players each simultaneously, are already on the system.

Star Net is the elder of the games, with a science fiction theme. Players battle to amass gold, build fleets of ships and, ultimately, become Emperor of the Galaxy. Players enter their moves via modem which are put into force when the game is up-dated every two days. You pay to play — move by move.

Shades, the second game, came on line this month and is truly interactive. Imagine a multi-player version of **The Hobbit** with text-line but no graphics. The other characters in this high fantasy — wizards and monsters — are either other players or computer-generated intelligent 'mobiles'. Unlike **Star Net**, you don't pay for each move, but the 'phone charges run up a bill of 99p an hour.

The Micronet chat lines and mailbox

MUD world. You start life as a Novice with a paltry number of points and, if you're unfortunate, low health, strength and money. It's up to you to barter, beg or steal in order to clamber up.

The game has a limited vocabulary but you will soon find that you are taking a part in a fantasy world which becomes more realistic when you realise that the MUD world will change because of something you have done.

Baud rate: 1200/75, 300/300, PSS

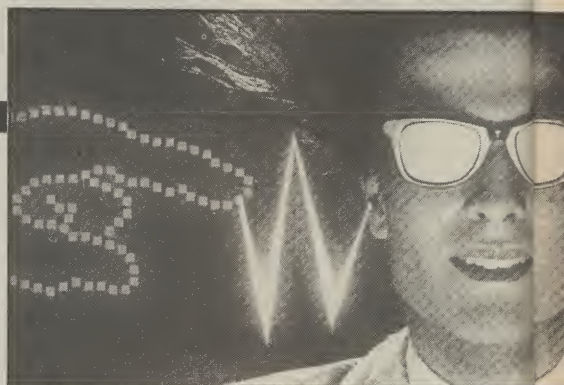
Cost: £4.95 to join, then around £1 per hour to play

Info: 01-608 1171

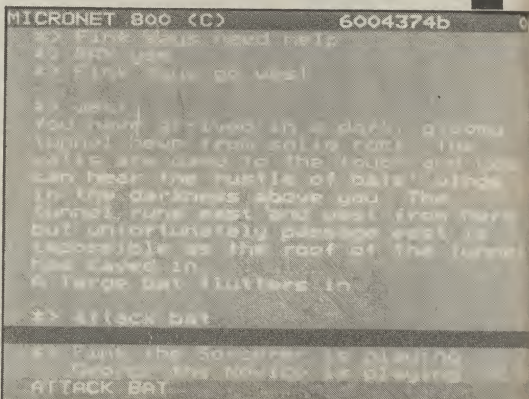
Bulletin boards

Bulletin boards are simply a kind of electronic scratch pad on which anyone can phone and leave a message. They are cheap to run and, usually, no fee is required for you to log on to one. Before you try to make contact with a bulletin board, however, you should make sure that your modem is compatible with the signals the board is putting out, and that it will accept requests from your type of computer.

The information on bulletin boards



▼ Shades from Micronet





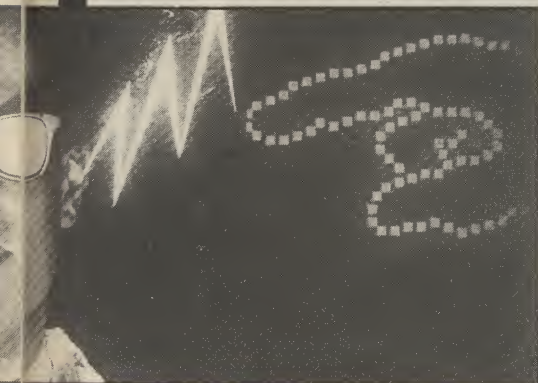
```
S
NARROW ROAD BETWEEN LANDS.
*
S
FOOTHILLS.
*
S
CAVE.
*
S
RAPIDS.
*
S
YOU ARE WAYLAI D IN A TREACHEROUS SWAMP.
*
DR T
SCEPTRE DROPPED.
(PERSONA SAVED ON 9,247)
VASE DROPPED.
(PERSONA SAVED ON 9,296)
NECKLACE DROPPED.
(PERSONA SAVED ON 9,446)
*
N.
RAPIDS.
*
```

▲ A slice of the action from MUD

Librarys

Most bulletin boards are simple affairs which have the user at one end and a modem with backing storage at the other. Some libraries, medical organisations and magazines also have bulletin boards which carry classifications of books, and reader services information.

For instance, the Blaise database is run by The British Library and includes book catalogues. Alternatively, if you have the money to spare on 'phone bills, you might try the Bibliographic Retrieval Service in the United States.



Hooking up

Logging on to any database or bulletin board is actually extremely easy.

- Set up your modem and computer. The modem is plugged into the telephone socket and the telephone lead is inserted in the back of the modem. Connect the modem to your micro. If your comms software is on Rom it's available automatically but you will have to load in any comms package you've bought
- Check the baud rate of the board or database you intend to contact and set your modem accordingly
- Switch on your modem and ready the software. Your modem may have an auto-log on system in which case you will be asked your identity number for the specific system you are to contact. For instance, Micronet needs a ten digit identity
- 'Phone the board or database. The contact computer replies with a squeak. You should then press down the 'Line' switch on your modem
- A welcome screen should then appear and if it's a commercial network you will be asked to enter your password
- You will then be through to the board or network's main menu from which you can then select any area of the database.

Getting started

So what do you need to kick off? Really just a modem and a Spectrum. A modem is simply a piece of hardware to encode data from your micro and send it down a phone line to be received and decoded by a modem and micro, or main-frame at the other end. It also performs the reverse function, unscrambling data from the phone lines and translating it so your micro can read it.

Modem prices have come down dramatically in the last year and you can now pick one up for under £50. It is best to get one with switchable baud rates. Different bulletin boards and database networks 'broadcast' at different data transmission and receiving (baud) speeds. You need to be transmitting and receiving on the right speeds before you can hook up. Any modem you buy should be able to handle both 1200/75 and 300/300 baud.

You'll also need software for the Spectrum to write to viewdata (Prestel/Micronet) and bulletin systems. This is included free with most modems (usually on Rom) but check before you buy.

Sinclair User is also offering in this issue an exclusive special offer worth over £155 of a VTX500 modem plus comms software, £40 telesoftware vouchers and a year's membership of the Micronet database as a starter pack — all for less than half price — £66.

Some of the other modems on offer include

● **QMOD.** For the Spectrum Plus and 128. 1200/75 and 1200/1200 bauds. Prestel and Bulletin board software is included on Rom. Telesoftware, terminal emulation and protocol adjustment facilities are available.

Price: £94.00. Information: Spectre Communications, The Old School House, Tenter Row, Gosby, Ravensworth, Penrith, Cumbria CA J10 3JA.

● **WS1000/2000/3000/4000.** The WS range of modems for Plus and 128. Basic modems. Include 300, 1200/75, 75/1200 with full duplex, 600 and 1200 half-duplex bands. Bell standard software included for communications in the United States. Base price: £149.00. Information: Miracle Technology, St Peter Street, Ipswich IP1 1XB.

● **The Modem.** 1200/75, 1200/1200 baud. Viewdata compatible. Auto-dial. Price: £49.00. Information: Miracle Systems, Avondale Workshops, Woodland, Way, Kingswood, Bristol BS15 1QL.

● **VTX and Voyager.** VTX modems 1000 and 5000 used for Micronet communication. Recently released comms software package, called VTX711. Baud rates are 300/300, 1200/75, 75/1200 and 1200/1200. Package recommended for Voyager7 modem. Base price: £49.00. VTX711 price: £47.00.

The US databases

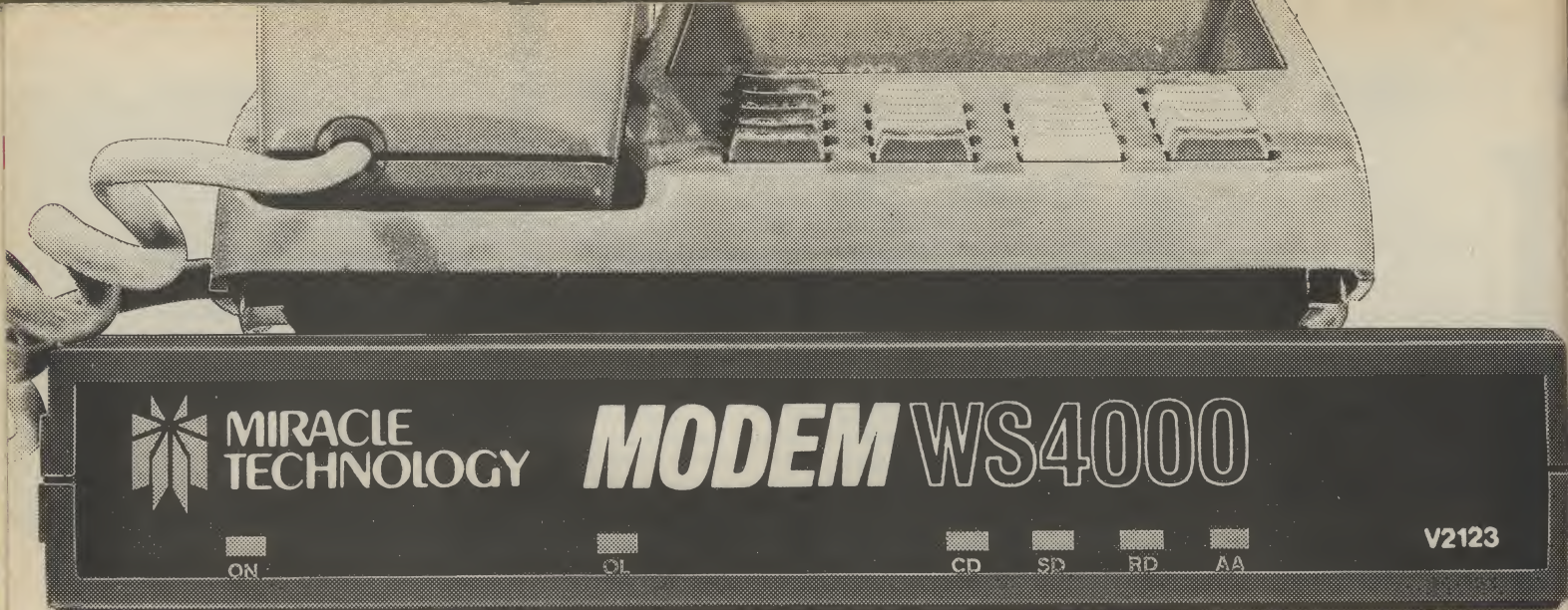
If you exhaust the bulletin board possibilities in Britain you can go abroad to the United States — expensive, but great fun.

The Source, owned by Readers Digest is one of the biggest information databases in the United States, but you will need to register to become one of its 80,000 members. It operates in a similar way to Micronet with mailbox facilities, teleshopping and computer interests, but it also combines Prestel features such as the latest news, sport and travel. It is also, in some ways, easier to use than Micronet. Instead of typing a four digit number from a

menu to find the latest film reviews you just type *Movies* or *Focus*. You can reach The Source from Britain by using the Packet Switching System (PSS) of information transfer which transmits one package of information at a time down the telephone line, that prevents it from being corrupted by static. The cost of PSS is cheaper than making a 'phone call so, if you're interested in exploring databases and bulletin boards world wide, you should contact the Packet Switch Stream Customer Service Group at G07 Lutyens House, 1-6 Finsbury Circus, London EC2M 7LY.

CompuServe is another huge US database offering material similar to the Prestel network ■





Within Your Reach

£149.95* for a Hayes compatible, autodial, autoanswer with speed seeking smart modem from one of the UK's best-known modem manufacturers — that really brings the world of data communications within your reach!

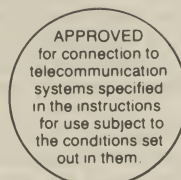
If that wasn't enough, the new WS4000 is also fully intelligent and speed buffered. And you can add your choice of optional extras now or later, taking it right up to full V22 or even the 2400 bps V22 bis standard.

For only £149.95* you can reach out to Prestel, Telecom Gold, Micronet, Microlink and the world's databases, bulletin boards and telex links through your own telephone line. User-user file transfer too.

WS4000 is made to the same high quality as all our products. The price breakthrough is a direct result of our massive component buying power through high volume sales to business, home, educational and Government users throughout the world.

If £149.95* is within your reach — then so is the world.

* Price excludes VAT. Total delivered price, UK mainland, is £178.19. Prestel, Telecom Gold, Micronet and Microlink are registered trade marks of those companies. Access & Visa cards accepted.



MIRACLE TECHNOLOGY

MIRACLE TECHNOLOGY (UK) LTD ST PETERS STREET IPSWICH IP1 1XB ENGLAND
☎ (0473) 216141 6 LINES TELECOM GOLD 79: KEY 001 (Dealerlink 72: DTB 10135)
☎ 946240 CWEASY G 19002985 PRESTEL MAILBOX 919992265

Table of UK bulletin boards: Baud rate 1200/75

Name	Number	Hours	Area
Itec	0268 22177	24	Basildon
Itec	01 735 6151	Workdays 2-5pm	Brixton
Itec	0224 641585	24	Aberdeen
Itec	0222 464725	24	Cardiff
Itec	0244 821231	24	Deeside
Itec	0782 265078	24	Stoke
Itec	0382 25820	24	Dundee
Itec	0938 528561	24	Isle of Wight
Itec	0724 588403	24	Scunthorpe
Itec	0952 677485	24	Telford
Itec	0273 609554	Workdays 2-5pm	Brighton
Itec	0425 63415	Mon-Thurs 2-5pm Sat/Sun	Gloucester
Itec	0274 725895	24	Bradford
Itec	0424 445776	Mon/Wed/Fri 2-5pm	Hastings
Itec	0632 445772	24	Hebburn
WITec	0942 677485	Workdays 2-5pm	London
ITCU Exchge and Mrt	01 960 4742	24	London
Communitel Itec News	01 960 0327	24	London
Communitel Itec News	01 958 7098	24	London
CABB	01 631 3076	24	London
RSGB	0707 57477	24	London
CBBS	0392 53116	24	Exeter
Inter Co	01 253 8788	24	London
OBBS	0524 426132	24	Morecombe
Micrognome	01 888 8894	24	London
Metrotel	01 941 4285	24	London
Technomat	01 450 9764	24	London
Microtest	0208 77677	24	London
NBBS	0277 228867	24	Essex
NBBS	01 648 0018	Workdays 9pm-8am	London
NBBS	0692 630186	24	Hornling
NOBBS	0295 72082	24	—
FBBS	01 346 7150	10am-10pm	London
SBBS	0923 67644	10pm-8am	—
NBBS	01 648 0018	Workdays 10pm-8am	London
NBBS	0628 46691	24	Marlow
NBBS	0224 641066	Workdays 10pm-5am	Aberdeen
NBBS	01 669 7249	Workdays 10pm-6am	Wallington
CABBS	0892 662698	24	—
BB	01 455 6607	24	London
Belton	0493 781334	24	—
BMOC	0612 734066	24	—
MOBBS	061 736 8449	24	Manchester
Oxford	0865 67788	24	Oxford
Martel	01 346 7150	24	London
Estelle	0279 441188	24	Harlow
NI-MEP	0265 52346	Workdays 10am-5pm	—
Distel	01 679 6183	24	London
Netflash	01 941 4285	24	London
Communitel	01 968 7402	24	London
demonstration			
Healthdata	01 986 4360	24	London
Open University	0908 643298	—	London
Owitel	01 927 5820	—	London
Swafax	0622 580440	24	—
NBBS	0936 77025	—	Cheshlre
CBBS	069 92314	24	Cumbria
Acorn	0223 2343642	24	Cambridge
Local Info Hackney	01 985 3322	24	London
C-Vlew	0702 546373	24	Rochford

Table of UK bulletin boards: Baud rate 300/300

Name	Number	Hours	Avon
CBBS	0392 53116	24	Exeter
Estelle	0279 443511	24	Harlow
Oxford	0865 67788	24	Oxford
Martel	01 346 7150	24	London
NBBS	01 883 5290	Workdays 10pm-8am	London
Basug	0742 66798	—	—
Babbs	0225 23276	10pm-11.59pm	—
Babbs II	0394 276303	24	Felixstowe
Babbs III	0268 778956	24	Basildon
Abbs	0225 23276	10pm-9am	Bath
BBS	0207 543555	24	Tyne and Wear
Beeboard	01 624 7460	—	London
Bloxham	0295 720812	6pm-8pm	—
CBBS	0486 25174	24	Surrey
CBBS	0707 328723	9pm-8am	Chiltern
CBBS	01 399 3136	Sunday 5pm-10pm	—
Central	01 075 36141	—	London
BBS	0243 511077	24	Chichester
TBBS/CNOL	0524 60399	12am-10pm	Lancaster
CBBS	069 92314	24	Cumbria
Forum 80	0482 859169	Tues Thurs 7-10pm Sat Sun 1-10pm	Hull
Forum 80	01 902 2546	Office hours eves weekends	Wembley
HamNet	0482 407150	6pm-8am	Hull
BBS-1	01 640 2617	Thurs Sun 10am-10pm	London
BBS-2	01 346 7150	Workdays 8pm-9pm	—
Mallibox	80 051 428 8924	24	Liverpool
Mallbox	83 0384 63 5336	Mon-Sat 5.30pm-8.30am	West Midlands
MGNet	01 339 2136	Sun all day Sun only 5pm-10pm	London
Microlive	01 579 2288	24	London
Microweb	061 579 2288	24	Manchester
NBBS	0692 63010	10PM-12.30AM	Norfolk
NKABBS	0795 842324	9.30pm-12.00am	Kent
NBBBS	0827 288810	24	Birmingham
OBBS	061 427 1596	9am-7pm	Manchester
Plp	0742 667983	24	Sheffield
SAABS	0698 884804	24	Lanarkshire
BB	0243 511077	24	Portsmouth
TBBS-city	01 606 4194	24	London
TBBS	061 736 8449	24	Manchester
TBBS	0703 437200	Workdays 5pm-8am	Southampton
MOBB	061 736 8449	24	Manchester
WABBS	0903 42013	24	Worthing
CABB	01 631 3076	24	London
Distel	01 679 6183	24	London
NBBS	0692 630186	24	Hornling
NBBS	0224 641066	24	Aberdeen
BB	01 445 6607	24	London
OBBS	0524 426132	24	Morcambe
NBBS	0936 77025	24	Cheshire
RCPM	0782 265078	24	Stoke
Fido Fore	01 310 4110	24	London
NBBSL	01 883 5290	11pm-8am	London
Mitcham	01 648 0018	24	London
NBBS	0277 28867	24	Essex
Futureman	0908 614469	—	—
Amrad	021 744 1558	24	Solihull
Ballingary	0592 860313	9pm-8am	Ballingary
BB	0473 781334	9pm-7am	Ipswich
LABBS	01 373 6337	24	London
NBBS	0455 54798	24	Lutterworth
Maplin	0702 552491	24	Essex

Table of Information Bases (telephone numbers not linked to database)

Datasolve (Including World Reporter) (09327) 85566
 Dialog/Information Index (0865) 730969
 Pergamon Infoline (01) 377 4560

The British Library, Blaise, Bibliographic Services Division, 2 Sheraton
 Street, London, W1V 4BH. 01-636 1544

Scicon Computer Services Ltd, Brick Close, Kiln Farm, Milton Keynes,
 Buckinghamshire, MK11 3EJ Tel: (0908) 565656

Table of US Information bases

The Source, Source Telecomputing Corporation, 1616 Anderson Road,
 Mclean, Virginia, 22102 USA (0101) 703 734 7500
 * Similar to Micronet 800

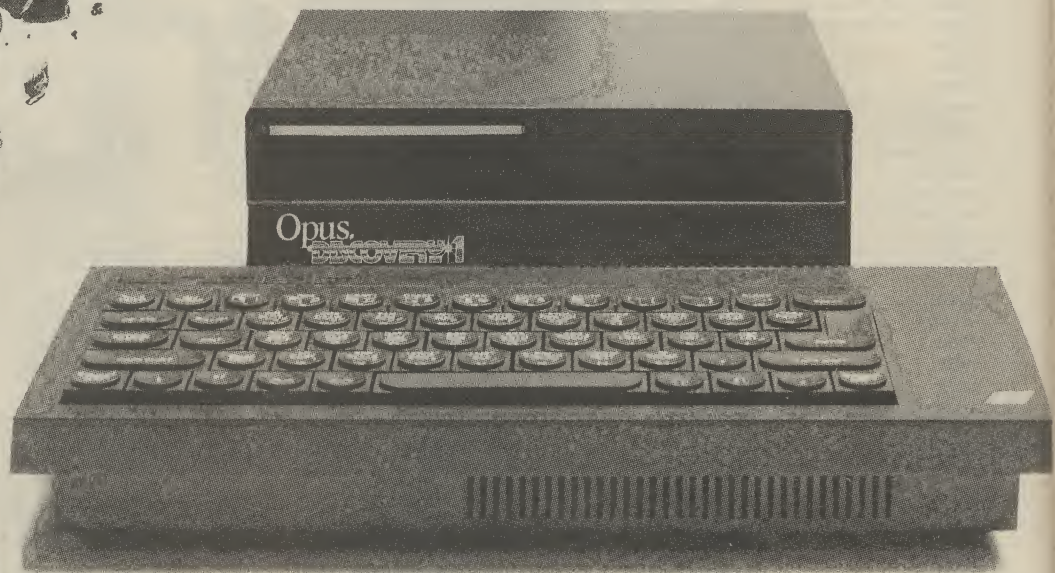
Compuserve Inc, 5000 Arlington Centre Boulevard, Columbus, Ohio,
 43220, USA (0101) 614 457 8600
 * Similar to Prestel

Bibliographic Retrieval Service, 1200 Route 7, Latham, NY 12110, USA
 (0101) 518 783 1161

NewsNet Inc, Customer Service, 945 Haverford Road, Bryn Mawr, PA
 19010, USA (0101) 215 527 8030
 Dow Jones News/Retrieval Service (0101) 609 452 1511

DISCOVERY CRUSHES THE COMPETITION

**NOW
ONLY £99.95** + VAT



All this for only £99.95. And now there's even more!

- * FREE TRANS-EXPRESS UTILITY PROGRAM —
TRANSFERS YOUR FAVOURITE TAPE SOFTWARE TO DISC
- * CHOICE OF DISCOVERY FOR THE 48K OR 128K SPECTRUM
- * FULL 12 MONTH WARRANTY
- * COMPREHENSIVE USER MANUAL
- * OPUS DELIVERY PLEDGE

The Opus package is unbeatable value. We guarantee you delivery within 72-hours of receiving your order and it's absolutely FREE.

To order your Discovery call the Opus Sales Hotline now on 0737 65080 or post the coupon. Dealer and Education enquiries welcomed. Special export rates available.

At an amazing £99.95 Discovery deals a crushing blow to every Spectrum disc drive system on the market. Now it's not just the best equipped disc drive you can buy, it's also the cheapest.

Choose Discovery and you'll find a system packed with brilliant features:

- 3½" 250 K DISC DRIVE
- DOUBLE DENSITY DISC INTERFACE
- JOYSTICK INTERFACE
- PRINTER INTERFACE
- VIDEO MONITOR INTERFACE
- RAM DISC FACILITY
- BUILT-IN POWER SUPPLY FOR DISCOVERY AND SPECTRUM
- SIMPLE ONE-POINT CONNECTION

To: Opus Supplies Limited, 55 Ormside Way, Holmethorpe Industrial Estate, Redhill, Surrey.
Please rush me the following: (PRICES INCLUDE VAT AND CARRIAGE)

DISCOVERY unit(s) at £114.94

I enclose a cheque for £ _____ or please debit my credit card
account with the amount of £ _____

My Access ☐ Visa ☐ no. is:

MY COMPUTER IS: ☐ 48K ☐ SPEC.+ ☐ 128K (tick box)

SU

NAME _____

ADDRESS _____

TELEPHONE _____

Opus.

All the jargon

All areas of computing are plagued with specialist terms and communications people are more guilty of creating techno-speak than many others. If you want to understand the comms jargon the buzzwords below should see you through ■

ASCII	American Standard Code for Information Interchange. One way in which data can be represented. (See also Baud, Bit and Format)
Auto-answer	Your modem will automatically announce itself — with a message — if someone 'phones it up
Auto-dial	A hardware/software device which will dial a number within a specific range and make a note of it if the answer is a computer tone. Useful for 'hackers'
Baud-rate	The speed at which information is sent measured in bits per second. Matching the baud rates of sending and receiving equipment is essential for any communication. Common standards for send/receive are 1200/75 or 300/3000 baud.
Bit	The smallest unit of Information sent, usually represented as 0 or 1. Different patterns of bits convey different messages — in a similar way to morse code. For instance, 10000001 represents

Buffer

the letter A while 1011010 means Z in the ASCII code standard
A storage area for holding data which has left one part of a machine but for which the next part is not ready. For instance, the computer may put data into a buffer while it waits for a signal to transfer information down the telephone line

Bus

A channel down which data travels

Channel

Path for communication between one device and another

Encryption

A coding process which makes data secure from hackers or thieves

Format

Layout of data so that it can be understood by another device

Frame

Describes a page display on a system such as Prestel or Micronet 800

Gateway

A hardware device which connects one database with another

MBX

Mailbox. A system for sending and receiving messages down the telephone line. Messages are collated on a central database and only the MBX owner can read ones they have received by entering his or her mailbox code number

Network

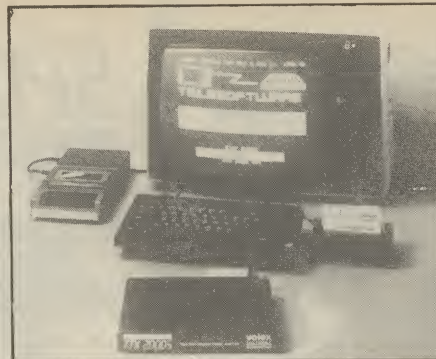
A series of devices connected together and able to talk to each other such as two Spectrums communicating via modem

Packet

A long message which can be chopped up into smaller data blocks by Packet Switching ready for sending down a telephone line

Protocol software

Software which ensures the screen formats and data reading methods of sender and receiver



PSS

are the same
Packet Switching System to break up long messages into smaller data packets before they are sent. When they get to their destination the message is reassembled. The system keeps the clarity of long messages which could be garbled by noise on the telephone line

PSTN

Public Switch Telephone Network. The normal telephone system operated in the UK

Station

Any computer hooked up to any network or board so that a user can access its facilities

Viewdata

A system of transmitting information and reassembling it in graphic display form. Prestel is the 'standard' UK viewdata format

Window

A specific time in which a user may contact a database or other station on a network. People using satellites must wait for a window before the satellite is in a position to transmit to them or receive from them. Many private bulletin boards only operate for a few hours a week.

SPECTRE COMMUNICATIONS LIMITED

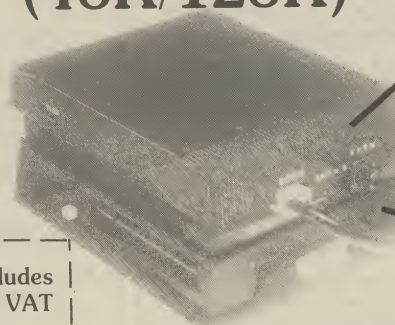
OFFER A UNIQUE COMBINATION TO SPECTRUM USERS:

(48K/128K)

B.A.B.T. APPROVED
TANDATA
QMOD MODEM

Hardware features:

- 1200/75 and 1200/1200 Band Modem
- 300/300 via Serial Port (V21)
- LED Status Indicators
- Type 600 BT Phone Socket
- Interface 1 and Opus Discovery Compatible
- Ribbon connector to Spectrum included



PLUS

SPECTRE
COMMS PACK

The Ultimate Solution!

Please send me:
QTY

Price includes
p&p and VAT

.....SPECTRE COMMS PACKS @ £57.45

.....COMMS PACK PLUS QMOD @ £99.95

Name:

Address:

Please allow up to 28 days for delivery

SU/1

Software features

- Full CET Telesoftware Downloader
- Prestel/Micronet Access
- Software on 16K ROM — no fuss!
- Offline editing & mailbox
- Epson or ZX Printer routines
- Frame tagging and retrieval
- Scrolling terminal mode for B.B.S

Sales Dept. SPECTRE Communications Ltd, The Old School House, Crosley Ravensworth, Penrith, Cumbria, CA10 3JA.

**sinclair
user**

SPECIAL OFFER



Micronet minus mucho money

Log-on to Micronet and lop off at least £90. Are you part of the network yet? Join Micronet and share in the biggest, most diverse database in the country for micro users. In its thousands of pages Micronet carries news, software and hardware reviews, competitions, tips and other information on the micro scene. Share your enthusiasm and your ideas with other users on screen, take part in giant adventures like MUD... expand the possibilities of your computer and link in to a whole new world.

Sinclair User has arranged with Micronet a fantastic special offer which will give you everything you need to gain access to Micronet and dozens of other databases all over the country.

We provide not only the modem (usually £49.95) but throw in a year's subscription to Micronet (usually £66) and a secret access code that will get you into Sinclair User's own special telesoftware area. This is an area of Micronet set aside for readers who take part in this special offer which contains dozens of programs, from arcade games to utilities, ready for you to download and run, right now.

With the software, the complete package is worth about £160, the price in this special offer is £66... a potential saving of almost a hundred pounds.

Simply complete the form below with your Access or Barclaycard number, or enclosing a cheque made payable to Telemap Ltd. Send the completed coupon and cheque (if included) to Peter Probert, Sinclair User Micronet offer, Micronet, 8 Herbal Hill, London EC1R 5EJ.

Name

Address

.....

.....

Access No: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Barclaycard No: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

I enclose a cheque for £66 (Tick box) ☐

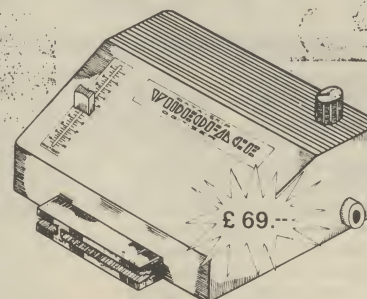
DATA - SKIP

PRESENTS:

VIDEOFACE

DIGITISER

FOR ZX-SPECTRUM



- Compact plug-in interface
- Extremely user friendly
- Continuous scanning of the picture sent out by the video
- Microdrive, opus or beta diskdrive compatible
- Digitises a picture in 0.27 seconds!!
- Slim line sinclair black
- Software fully menu driven
- Comprehensive manual
- Stores the latest 6 screens
- Animate digitised pictures!
- Use it for fun, computer art or professional aims
- Connection cables included

DATA-SKIP VIDEOFACE DIGITISER

VideoFace-DIGITISER is a compact, plug-in interface which digitises video pictures and stores them in a microdrive, opus or beta diskdrive. It is fully menu driven and can store the latest 6 screens. It can also animate digitised pictures. Use it for fun, computer art or professional aims. Connection cables included.

THIS IS THE UPGRADE!!

You may have superb programs with brilliant graphics you may spend hours with text on designs... IT IS ALL WASTED OR HARD WORK WITHOUT A HIGH RESOLUTION COLOUR MONITOR and by 'high' I mean 585 895 pixels.

The Spectrum uses 176×256, the QL gives 256×256 on 256×512. So why use a high res. screen you ask; because the pixels on the screen are not the same as from the computer. On an ordinary unit pixels get lit that should not or extend beyond the point intended so giving fuzzy images. Also the spaces are bigger causing colours to be weak. The CHROMA 1 SHOWS TEXT AND GRAPHICS BRILLIANTLY!!

Send £299.00 including carriage & VAT.

Sound from the monitor £19.00 inc.

Spectrum 48 needs RGB interface £28.75 inc.

**Chromagraphica,
135, Cliff Road, Hornsea,
North Humberside. HU18 1JB.
Telephone: 04012 4699.**

If you need more convincing (yes, it's a lot of money — but for that picture??) send for more details.

At last, 128 owners can take a Cobra Mk III for a spin in Firebird's new version of its classic **Elite** trading and combat strategy game.

The new version uses the same plot and trading missions as before but the graphics and action have been improved. You start the game docked at the space station in the Lave system. Short-range scanners tell you where your fuel can take you and a trading list gives information on the prices of goods you can acquire on the planet of your choice.

You are a trader, of course, and the aim of the game is still to buy from one planet and sell

at a profit on another and you still take part in speedily fought space battles in glorious 3D white on black.

On the 128 version, Firebird has included three special missions and to become an 'Elite' you must kill 6,000 ships, which seems an almost impossible task.

Firebird has also incorporated a couple of novel features into the new version. The first stops you from using the famous bug at the start of the game to amass thousands of credits in a matter of seconds.

The company has also made some concessions to players who find it difficult to stay alive before and after hyperspace travel from one planet to another. Just leave the space station in Lave — don't touch the movement controls — and slow down.

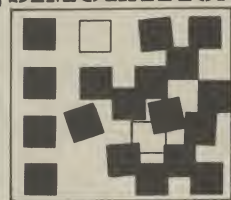
Select a new hyperspace destination, pull the joystick up to loop-the-loop and come back on a heading for the station. As you re-enter the station press hyperspace and you'll be transported automatically to your new destination. This feature doesn't work with all of the planets — you may crash into a station if you pick the wrong one.

Otherwise the usual rules for playing **Elite** apply. You can select your moral class — you can be good or bad — and become involved in battles between space police and pirates if you become a rogue, trading in drugs and other illegal substances. You should be thoroughly wary of any ship which hoves into sight. There are nine major types some of which will require more laser blasts than others to destroy, or even be impervious to your missiles.

In the old **Elite** ships such as Vipers appeared from nowhere. More attention to detail in the new version means that ships appear from the hatches of space stations and, if you wait around long enough, you can knock them off as they exit.

You get a few credits — the universal monetary unit — for bumping off other ships if they're owned by pirates but the mega-credits are made in trade. The type of goods available on a planet depends upon geological environment, level of civilisation and type of administration, and you need to take these three aspects into consideration when you sell on a planet. For instance, you could sell computers to a

STRATEGY SIMULATION

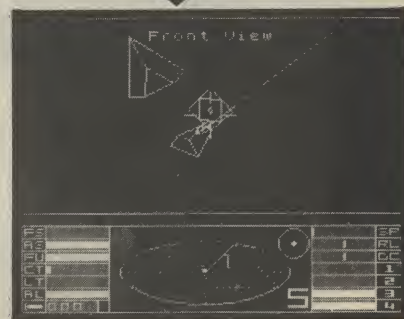


REVIEW

culturally dormant society at a huge profit.

Elite is still as gripping as when it was first released. The sheer volume of detail included — the histories of hundreds of races, details of planetary geometry, culture and government — make it still the most complex arcade strategy game ever devised ■

SINCLAIR USER
CLASSIC



FACTS BOX

Re-release of a stunning arcade simulation. The yard-stick by which to measure other strategy games

ELITE

Label: Firebird
Author: Torus
Price: £14.95
Memory: 128K
Joystick: Kempston

Reviewer:

John Galt



IWO JIMA

If you've ever wondered what it's like to leap out of a landing craft, charge up a sandy beach and hack your way through thick jungle, never knowing when you've going to blunder into some violent enemy yelling 'Banzai!', then PSS's latest wargame, **Iwo Jima**, probably isn't for you.

On the other hand, if you're looking for a decent strategy game which is going to test your military capabilities, then it probably won't be your cup of tea either.

It's not that **Iwo Jima** is a bad game as such — the implementation is really pretty good — it's just that there's nothing very inspiring about it. Just like the original battle, in which the US marine corp

suffered hideous casualties invading the Pacific island heavily fortified by the Japanese, it's sheer unrelenting slog.

The playing area is about 60 characters by 25, and shows the island and surrounding waters. Water is blue (surprise!), scrubland is yellow, mountains are green and airfields are purple; also marked on the map are villages, quarries and minefields.

At the beginning of the game, you choose one of five levels: easy, moderate, hard, difficult or masochistic.

In the first turn you have to land ten units, each of which can be put ashore on any one of five invasion beaches. Your troops — the marines — are white squares with black symbols indicating type. To begin with, you have eight infantry units and two of tanks, but later you also get some artillery.

To order your troops, you either use a joystick or the 1, 2 and 3 keys. Left/right and 1 or 3 cycle through the various orders you can give your units, and fire or 2 actually commits you to doing something. Orders

are *Attack, Move or Pass* (and at certain times, *Land*.) If you *Move*, the computer asks you in which direction, until the unit has used its movement allowance or you choose to have it stop. Tanks move further than infantry and artillery, and terrain is taken into account.

Once you've landed, some — but not all — of the Japanese forces will be revealed, either because your troops can see them or because the computer has decided to attack with them. Japanese land forces are shown in pink, and are either infantry, artillery, tanks or strongpoints.

Some of them are very tough indeed.

All units on the board have an attack factor, a defence factor, a movement factor and a range as well as a unit identification. When a unit suffers damage, its attack factor is reduced: when it reaches zero, it ceases to exist.

If you order one of your units to attack, the computer will pick a Japanese unit in range and start flashing it in inverse video, at the same time asking if this is the unit you want to attack. Be careful as it's quite happy to ask you if you want to attack a unit and then, when you say yes, tell you it's out of range — which means that your unit loses its turn.

Unfortunately, the Japanese have bombers which attack your ships; although they are eventually shot down, they can damage your battleships and make them less effective. Similarly, there is a Japanese submarine which pops up and sinks your gunships. What's more, if it's stormy and the seas are rough, you can't land troops or use your gunships.

So far I've beaten the computer on the easy level, but got slaughtered on Level 3. To be quite honest, though, I wasn't really that fussed. I don't think I'll be taking my holidays on **Iwo Jima** ■

FACTS BOX

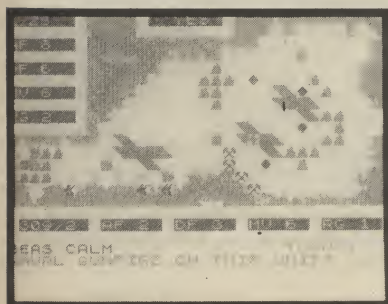
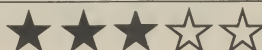
A competent, if old fashioned, piece of programming, but the game just fails to excite

IWO JIMA

Label: PSS
Price: £7.95
Memory: 48/128K

Reviewer:

Gary Cook



BANG

WHAT . . . Bang is the new weekly newspaper for Computer Kids, tying the software world of the monitor screen to the outside world of video, films and music. BANG will be aggressive, demanding, humorous, investigative, sympathetic, colourful and spontaneous and will become a focus for the best freelancers and personalities from the entire world of entertainment.

WHO . . . Specialist Retail Press — publishers of CTW — Britain's Top Trade Weekly.

WHEN . . . BANG will be launched amid the razamataz of the PCW Show at Olympia on Sept 3rd 1986.

WHERE . . . WH Smiths, Menzies, major news agents, news-stands, and corner shops nationwide.

**BUY BANG
EVERY WEDNESDAY
from Sept 3rd
— 40p cheap**

TRAPDOOR

Usually licencing deals work like this: a film or TV series becomes very successful, and a software house pays several grand to use superficial elements of the plot in a software title.

Trapdoor has it all back-to-front. The game is out now and the TV show isn't screened until the autumn.

Trapdoor, the TV version, turns out to be a highly bizarre childrens' series. The plot involves a large furry monster called Berk and his attempts to feed the Thing that lives upstairs. Whilst Thing is sometimes contented with innocent pleasures like fried eggs on other occasions it demands yukky stuff like fried slimeys. The eating of unpleasant slimey and/or squidgy foods seems to be an obsessive theme in the program.

The computer game has been written for the new firm Piranha by Don Priestley (the ex-DK' Tronics **Popeye** and **Minder** programmer) and it's marvellous. So good, it actually makes me want to see the TV show.

The main characters in the game are huge sprites which are nevertheless very smoothly



animated and, more amazing still, don't change colour as they move over different backgrounds. The inventive animation gives the assorted monsters a great deal of individuality. Berk really does seem slow and stupid but in a well-meaning monsterish way.

In the plot Thing gives Berk a series of tasks which must be accomplished within a time limit. Each task involves a number of separate actions, which though odd, follow a sort of bizarre logic. Trying to figure out what on earth you are supposed to do with what forms a good 50 per cent of the game. For example, when Thing asks for fried slimeys the first thing you need to discover is which of the large number of little monsters jumping and squirming around the screen are slimeys.

Trapdoor contains superb graphics with an ingenious plot.

◀ A pot for cooking things ● But how to get them in the pot? ● What to carry them in? ● Perhaps there are other ways to get objects into the pot than simply walking up to it

There are only half a dozen or so screens to explore but that isn't the point. This is not a game of the platforms and ladders school. In fact in the way that it requires a problem to be solved via a complex but logical series of actions reminds me of an adventure game.

That this 'adventure' features a large dopey looking monster, is based on a kids program involving cooking nasty meals may seem a major obstacle to its success. I hope not, it's the most original game I've seen for ages ■

FACTS BOX

As original to play as it is to look at. Trapdoor may be one of the most imaginative games of the year



TRAPDOOR

Label:
Piranha



Author:
Don Priestley



Price:£7.95



Memory:
48/128K



Joystick:

various



Reviewer:

Graham Taylor

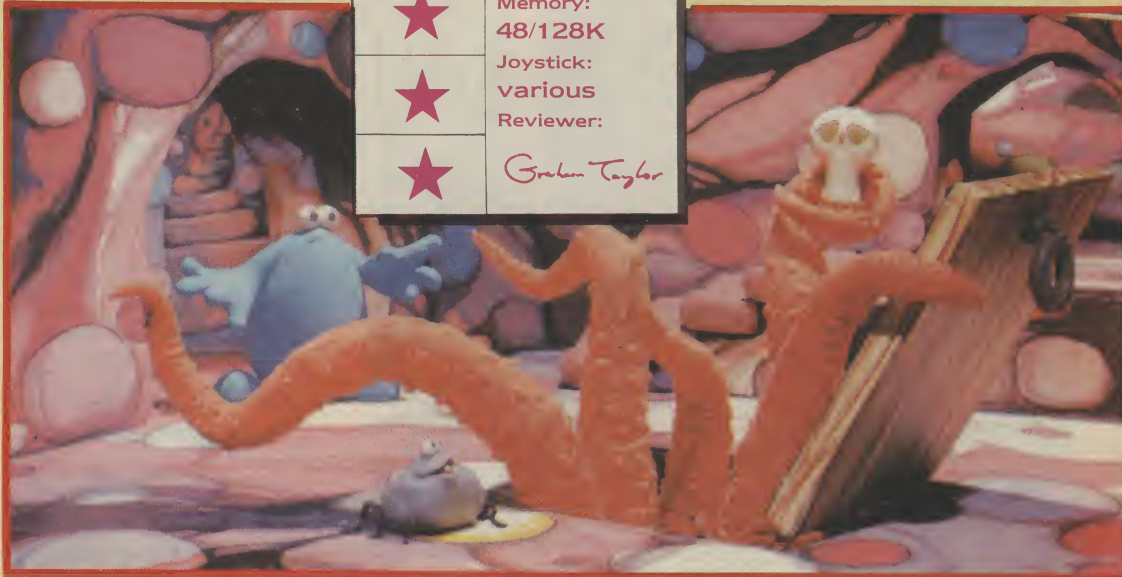
SINCLAIR USER
CLASSIC



TRAPDOOR

The key element of the game.

Beneath the trapdoor lurks an assortment of oddly shaped monsters. You introduce them into the game by opening and closing the trapdoor. Some are vital for completing the tasks. Most, though, are useless and either irritating or dangerous. For example, the very peculiar fire-breathing monster is sometimes necessary to heat things up, but equally when let loose on the world it trudges around after Berk snorting fire at him. Once released, the assorted nasties can be very difficult to round up and get rid of. Open the trapdoor with care and shut it down again as soon as you can.



ARCADE

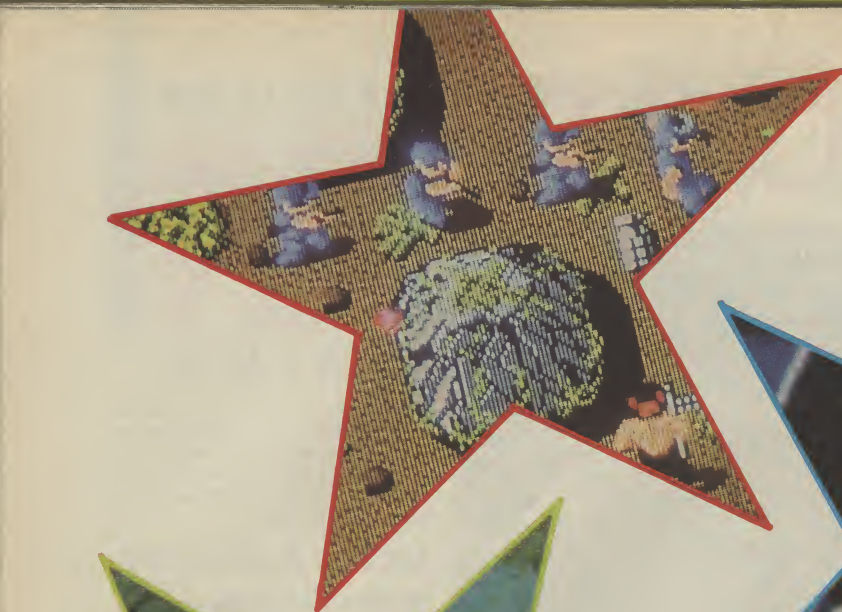


REVIEW

◀ Stunning the bird produces an eggzagerated response ● How to stun? ● Perhaps the hapless creature and a sudden opening of the trapdoor could help ● Pick up bones (the skull) for clues

HINTS AND TIPS

- Slimeys are not like worms
- Spooks can sometimes be spotted early by looking for their flickery half-image in the backgrounds
- Spooks can be usefully fed if you are holding something edible when they zap you
- Bones (the skull) can, if you get totally stuck, give you helpful clues merely by having Berk pick them up. The 'price' of each clue is the loss of some of the points you could have gained.
- Use your imagination and apply lateral thinking. For example putting things on the trapdoor and then quickly opening and closing it can form a kind of launch mechanism
- There are at least two ways of heating things: with the stove and by using the fire breathing monster
- Always close the trapdoor and always get rid of any monster once you have 'used' it
- To abandon a task and start again move Berk through the open trapdoor. This is the equivalent of monster suicide
- To get objects into other objects that are too high to ordinarily tip things into, you could get up on to a balcony and tip them in from there
- Try everything, some of it may work!



POWER PLAY

Clare Edgeley zaps, dodges and dies to find this year's cult coin-ops

The arcades have always been the inspiration for the very best micro games.

The thinking goes that if a title works as a coin-operated machine it will sell on a micro, and most top software houses keep a very close eye on the arcades making sure they know just which titles are hot at the moment.

In the early days programmers used to just blatantly lift whole game ideas and use them in their own games. Understandably coin-op giants like Atari, Sega and Konami weren't impressed. With copyright laws strengthened Atari was the first to act with its famous law suit in the US against Commodore itself over infringement of **Pacman**.

These days it's a mad scramble to tie up micro rights to the hottest coin-op titles, with software firms like Elite, US Gold and Imagine paying out tens of thousands of pounds to capture the biggies.

Look in the arcades this month and see what you'll be playing on your micro next month. **Paperboy, Xevious, 1942, Indiana Jones**. They're all coming to a micro near you, soon!

Gauntlet:
coin-op
version ►

The reason software firms have always looked to the arcades for inspiration is quite simple. Programming a game is the easy bit. It's the idea and gameplay that are so difficult to get right. If a game has been a hit as a coin-op it must have great gameplay, so by association it will be a charting micro title.

The biggest problems when setting out to convert any title from the arcades to the Spectrum is the limitations of the micro's technology.

A typical coin-operated machine may cost several thousand pounds and it will have been designed from the ground up — both hardware and software — to play a particular game.

You can build a lot of game into a machine costing over £2,000 each. All the limitations of the Spectrum — memory, sound, full-colour hi-res graphics — don't really exist for the arcade game designer. They have custom graphics and sound chips that make an Amiga look like a ZX80.

How do you take something as complex in gameplay and cartoon-like in graphics as **Gauntlet** or **Indiana Jones** and squeeze it into 48K?

The answer is you have to compromise. Fewer screens, simpler graphics and restricted game play. Programmers working on arcade conversions are encouraged to play the machines till they know them like the back of their hands before even beginning to think of coding. Then a few screens are selected — better to take



four and do them well than six and do them badly. The trick is to reduce the level of graphic complexity without losing the 'feel' which originally made the coin-op a hit. The Elite titles **Commando** and **Ghosts 'n' Goblins** are both good examples where the character graphics have been simplified and the number of screens has been considerably reduced but in such a way as the gameplay is not significantly affected.



▲ Indiana Jones: coin-op version

US GOLD

US Gold has obviously been very busy and has got five popular titles under its belt. The prize is **Gauntlet** — Atari's brilliant four-player game involving running battle against the ghosts, ghouls and monsters. Pick up keys for access to new levels and food for energy. Simultaneous play for four can't be done on the Spectrum, but plans are afoot to produce a two-player game where each player selects one of four characters. **Gauntlet** is a wonderful game with incredibly fast action, and US Gold is trying to fit as many features into the computer versions as possible.

A number of companies approached Atari for the licence to **Indiana Jones and the Temple of Doom**, and once again, US Gold's got the deal. **Indiana Jones** features four or five scenes from the Harrison Ford movie — for instance action sequences like the hair-raising rollercoaster escape in quarry carts — and the computer game will be following the same style. The

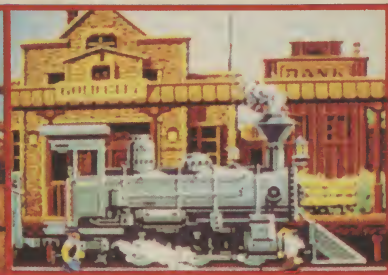
ARCADE



huge payload of gold which the railroad is carrying. There are a number of scenarios in which you ride up to the train, climb on to it (shooting all the time), chuck the guards off the roof and nick the gold. Sounds simple. Again it's US Gold who's got the licence.

US Gold's final game

Express
Raider:
coin-op ▼



graphics are realistic and colourful. For protection Indy has his trusty bullwhip which he uses to knock the guards into touch.

Xevious, from Atari, was a huge success way back in 1982 and is a space shoot 'em up. Since that time, lots of coin-ops have been released bearing some resemblance to the original, but this is the first time that it has been officially licenced to US Gold. Flying over a varied landscape of forests, rivers, airfields, oceans etc you have to knock out the aliens' energy stations and demolish their forces in a series of hard-fought battles. Eventually you'll come face to face with Andor Genesis — the monster mother ship and to destroy it you must blast its core.

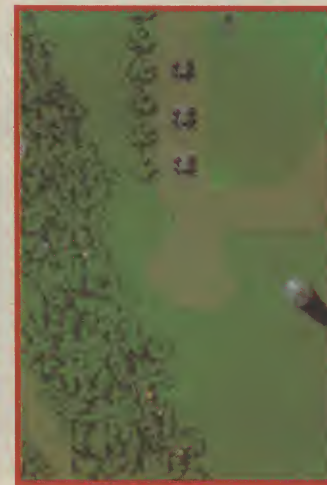
Express Raider from the Data East coin-op is set in the wild west with you playing the bad guy. Being a robber of great note, you decide to go for the

conversion is of Data East's **Break Thru** — a game which has much the same scenario as the movie **Firefox**. The idea is to steal the PK430, a secret plane of vital importance to your country. You go in by car and hopefully come out flying. On the way you'll have to break through five enemy strongholds of mountains, bridges etc, avoid landmines, helicopters' missiles, flame throwers and the like. Packed with action, it'll be interesting to see how much US Gold can squeeze into the Spectrum memory.

▼ Break Thru: coin-op version



▼ Xevious: coin-op version



Commando: coin-op Spectrum



ARCADE



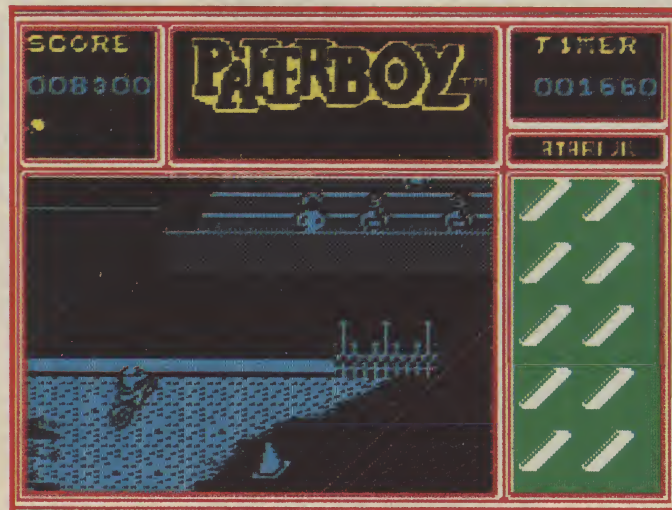
ELITE

At the ATE Show — the coin-op trade show in January this year, Atari's **Paperboy** took pride of place. It's all about the hazards of doing a paper round and instead of the normal joystick on the arcade machine, there are bicycle handlebars. Of course, a Spectrum would look pretty stupid with a pair of handlebars on the top (even if it could be done) but other than that minor point, Elite is doing as close a copy to the original as possible. The idea is to dodge brawling neighbours, get out of the way of the Hell's Angels, maniac drivers, skateboarders on the pavement etc, and throw the morning papers into the doorways of the houses that ordered them. For bonus points, smash the windows of those who haven't ordered your papers!

By October, Capcom's flying game **1942** will be looping the loop on your screens. After **Commando**, **Bomb Jack**, **Ghosts 'n' Goblins** and **Paperboy**, this will be Elite's fifth conversion and they've got several more in hand.



▲ **Paperboy**: coin-op version
Paperboy on the Spectrum ▼



1942 is an air battle centred over an aircraft carrier which you have to defend from the enemy — could it be the Japanese? There are 32 difficulty levels and about eight terrains to fly over. Blast the enemy aircraft out of the sky and dodge their missiles, if necessary by looping the loop. Fuel must be picked up to stay airborne and you can increase your weapons power by collecting bonus points and exchanging your plane for bigger and better models. A huge game, and by all accounts Elite is attempting to get most of the features from the original on to the computer version.

SOFTWARE PROJECTS

Dragon's Lair, the first laser disc game ever launched by Atari in 1983 has always been one of my favourites, and Software Projects has the rights. Featuring the idiotic Dirk the Daring — a blundering nitwit — you've got to enter a trap-ridden castle and free

▼ **Dragon's Lair** on the Spectrum



Princess Daphne from the dragon's clutches. The game boasts some marvellous graphics, and because of the laser disc, there's a random element in the way it's played. In the coin-op version the laser disc takes Dirk through the game and you play a secondary part by pushing him in the right direction. There's no way that could happen on a computer and in Software Projects' version, you control Dirk throughout. Sad as it is, the game's not a patch on the original. That's on the Commodore. We've yet to see the finished Spectrum version.



1942 coin-op version ▲

THE EDGE

Shao-Lin's Road from Konami carries on the Kung Fu theme and is being converted by The Edge. It's bright, colourful, and the characters in the coin-op version are fairly small and chubby. You've been captured by the all-powerful Triad and locked up in their temple. Basically, you've got to kick your way to freedom and use your secret powers to overcome the Triad. There are several levels to the temple, and once out of it you've still got to travel Shao-Lin's Road to freedom.



▲ **Galvan**: coin-op version

OCEAN

Ocean's managed to get hold of crop of licences too. All from Nichibutsu, they're **Galvan**, **Terra Crest** and **Mag-Max**, to be released in that order.

Galvan is a levels game, played in underground caverns where you've got to destroy the baddies, and pick up shields and extra power whenever possible. Power is represented by scattered coloured pyramids and these you have to walk over. To reach some, you may have to use springboards, others are placed on seemingly inaccessible ledges. All the while you're being bombarded by waves of nasties. And if you're really lucky you'll be able to transform yourself from boy to knight in armour.

Terra Crest is next, possibly even after Christmas. It's

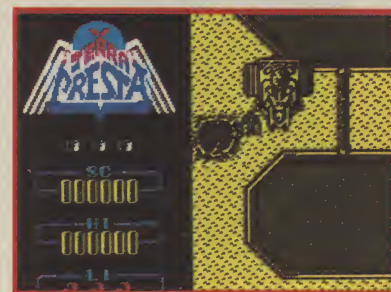
COIN-OP GAMES CHART

- 1 Gimme a Break *Bally/Sente*
- 2 Nemesis *Konami*
- 3 Hang on *Sega*
- 4 Ikari Warriors *SNK*
- 5 Geat Gurianos *Taito*
- 6 Halleys Comet *Taito*
- 7 Super Sprint *Atari*
- 8 Demolition Derby *Bally*
- 9 Comgolf *Prototype pre-release*
- 10 Arian *SNK*
- 11 Yju *Irem*
- 12 NY Captor *Taito*
- 13 Trojan *Capcom*
- 14 Salamander *Konami*
- 15 Arkanoid *Taito*

Figures compiled from receipts from one top London West End amusement arcade. The figures should not be regarded as a nationwide survey. Compiled for Coin Slot magazine

another space battle in which dinosaurs and space stations jostle with each other in an odd quirk in time. The game scrolls vertically and you have to fight off waves of aliens. By the press of a button your ship will split into five smaller ones, giving you greater fire power. Simple and yet challenging — it should make an excellent game on the Spectrum.

Lastly, there's **Mag-Max**. It's also fairly simple and you play a robot which is inclined to lose its head. And not only its head, but its legs, body and arms as well. In fact it falls to bits at the slightest hint of opposition from the enemy and then has to run around collecting itself together again. Once fully assembled, it can move at a tremendous pace firing from the automatic lasers embedded in each arm. It's quite an art to keeping it in one piece ■



▲ **Terra Crest** on the Spectrum

Just how well do coin-op games convert to the Spectrum? Some are barely recognisable, others are sheer genius — almost identical. Next month Clare Edgeley compares the top Spectrum conversions with their coin-op originals and finds out just how they match up.

HEARTLAND



SALES 01-379 6755
01-240 9334
INTERNATIONAL 44-1-379 6755
SPECTRUM 48K·COMMODORE 64/128·AMSTRAD/SCHNEIDER



Edin
COMPUTER GRAPHICS LTD.



Face to face with Andrew

Sorry! James Baldock of Waterbeach in Cambridge is not pleased. He writes: I have always found your excellent column in *Sinclair User* interesting. Well now, that sounds good doesn't it. But wait — here's the sting in the tail. Why is there always a huge picture of your head somewhere on the page filling up space which you could put to better use?

Ouch! Maybe it's just that I've got a big head. Or perhaps the editor feels that he needs a picture of a handsome man to grace the page but he could only find a cartoon of me. There again it could just be a bad habit.

Seriously though, you may not have noticed that the size of the typeface has shrunk in recent months so that more written material now takes up less space. Some of the space gained is now used for answering even more of your letters and some is used for decoration — such as my mug-shot. You should feel lucky, James. The very first issue of *Sinclair User* had a great big colour photograph of me plastered across the middle. I nearly died when I saw it and it was months before I could open that first issue at the *Helpline* page without falling over with embarrassment.

Nowadays, of course, I am much tougher so I'm offering a free Hewson program of your choice to the first person who can send me a copy (or photocopy) of that first *Helpline* column complete with photograph. So get digging in your attics. In the meantime a copy of *Pyracurse* is winging its way to you, James. I hope it's some consolation for tolerating my less-than-pretty face.

Converting data into marks on paper

Andrew Hewson processes words on print problems

According to my post there are a lot of people having problems connecting a printer to the Spectrum.

A month or two ago I explained how an interface is required when connecting together two pieces of computer equipment, and that there are two common standards for connecting printers to computers. The two standards are called, for historical reasons which are interesting but not particularly revealing, 'RS232' and 'Centronics'. The RS232 system was not specifically designed as a printer standard — Centronics was. Consequently, Centronics is more widely used with printers.

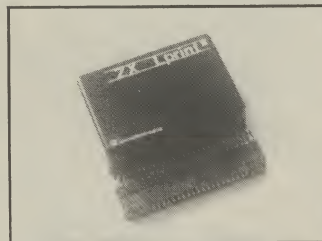
The RS232 standard is a rather loose 'standard' and so it can be a bit difficult to get a particular combination of interface and printer working. The data is sent 'serially'. This means that each bit of each successive byte is sent in turn down a single wire rather like a group of people walking in single file along a narrow track. A second wire is then used by the receiving device to signal that it is ready to accept the next byte of data.

To match up two particular pieces of equipment several of the conditions may have to be varied. For example, the number of 'stop bits' which are sent to signal to the receiving device that all the bits for a given byte have been transmitted can be changed. So can the system of error checking and the rate of data transmission. It can be a bit of a struggle to get all these items correct.

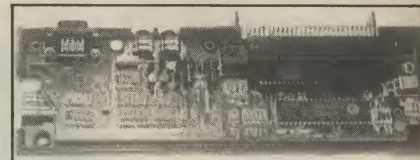
A particular advantage though, of an RS232 interface over the Centronics is that it is bi-directional. That is, data can be sent through the interface in both directions. This is of no use when connecting a printer to your computer (because a printer never sends data to the computer) but it is a different matter if you want two computers to talk to one another. This is a situation where the RS232 system comes into its own. The RS232, although used for connecting

some printers, is mainly used for communications, networking and connecting up devices such as modems.

The Centronics interface system, on the other hand, was specifically designed for connecting a printer to a micro-computer and the data is sent in 'parallel'. In other words eight wires are used to carry the



The LPrint interface with both Centronics and RS232



Inside Interface one

data so that all eight bits of each byte are transmitted at one go. This is like a group of eight people walking side by side instead of one behind the other as in the RS232 system. As a result the data is sent more quickly because the interface simply 'posts' each byte in turn rather than breaking the byte into individual bits to be 'posted' singly.

The only snag is a Centronics interface isn't any use for connecting anything other than a printer.

Check it out — a computer program to compute the computer

Is it possible asks Mark Johnson of Leighton Buzzard, to write a program to check if my computer works properly? Sometimes it crashes when running a program for no reason at all.

Part of the fun and part of the pain of computing are the unexpected faults that occur. To be honest, memory faults do

not occur very often. It is much more likely that your problems are due to errors in your software or even glitches in the power supply. Nonetheless a memory checking program is fairly quick to run so it is worth doing so if only to put your mind at rest.

Checking Ram involves setting every bit of every byte

Table 1. A Spectrum machine-code program to test each memory location between the beginning of the spare space (marked by the STKEND system variable) and the bottom of the stack

Hex code	Assembler code	Comment
2A 65 5C	LD HL, (23653)	Set HL to address of spare space
44	LD B, H	Copy HL
4D	LD C, L	to BC
3E 00	LD A, 0	Set A to 0
77	LD (HL), A	Copy A to memory
7E	LD A, (HL)	Copy memory back to A
FE 00	CP 0	Compare result
C0	RET NZ	Return if error
3E FF	LD A, 255	Set A to 255
77	LD (HL), A	Copy A to memory
7E	LD A, (HL)	Copy memory back to A
FE FF	CP 255	Compare result
C0	RET NZ	Return if error
A7	AND A	Clear carry flag
23	INC HL	Increment HL
ED 72	SBC HL, SP	Subtract stack pointer from HL
C8	RET Z	Return if finished
A7	AND A	Clear carry flag
ED 7A	ADC HL, SP	Add stack pointer to HL
03	INC BC	Increment BC
18 E7	JR -25	Repeat for next memory location

Interfaces, printers and discs

Corporal Kilshaw stationed with the RAF in Germany raises a number of questions about interfaces. Which Centronics interface should I buy? Will it work with any printer that has a Centronics interface? Both the Opus disc drive and the Wafadrive have built-in Centronics interfaces. Can they be used with any Centronics printer? Can the interface, the drive and the printer be used with any other computer?

There are several Centronics interfaces available for the Spectrum and I have no particular reason for recommending any particular make because they should all work with all printers with a Centronics interface. If you have several other items to connect to your computer — for example a joystick interface or a disc interface — then you should consider buying one with its own power supply.

Table 2. A Spectrum program to load 30 two character hexadecimal codes into the printer buffer

```
10 FOR I=23296 TO 23325
20 INPUT Z$
30 IF Z$="S" THEN STOP
40 PRINT Z$;" ";
50 LET Z$(1)=CHR$(CODE
  Z$(1)-7*(CODE Z$(1) 57))
60 LET Z$(2)=CHR$(CODE
  Z$(2)-7*(CODE Z$(2) 57))
70 POKE I, 16*CODE Z$(1)+CODE
  Z$(2)-816
80 NEXT I
```

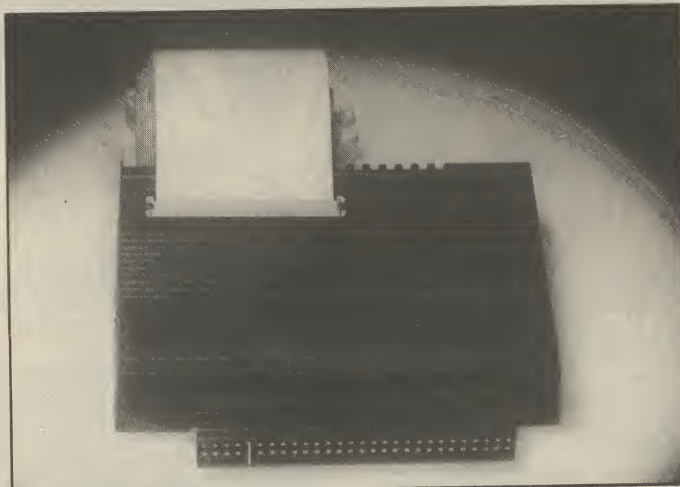
and checking that it remains set, and then resetting every bit and checking that it then remains reset. Setting every bit in a byte is equivalent to Poking 255 into that byte. Similarly, every bit is equivalent to Poking in 0.

Obviously it isn't possible to Poke numbers into every memory location whilst the machine is running because the computer will crash, but a partial check can be made by testing every location in the spare area of memory. The program in Table 1 runs such a check. It can be loaded using an assembler or using the simple hexadecimal loader listed in Table 2. The program checks every location up to the bottom of the stack and returns the address at which it stops — about 32575 in the 16K machine and 65343 in the 48K machine when they are working correctly.

There are problems associated with having a string of boxes stacked on the end of the Spectrum edge connector which is neither robust nor electrically infallible. It is all too easy to overload the Spectrum power supply if you have several extra devices plugged into the edge connector all drawing their power from the main unit. In my experience this can lead to unpredictable failures in particular parts of the chain even though the individual units work satisfactorily when connected separately to the computer. Hence, if you have lots of equipment 'piggy-backed' on your Spectrum already, my preference would be to choose interfaces which have their own power supply even though they tend to be more expensive and you end up with a tangle of "knitting" behind your computer.

Neither the Opus disc drive nor the Wafadrive can be used as they stand with computers other than the Spectrum. If you are concerned about using some kind of disc system with both a Spectrum and some other computer then it is worth considering the Technology Research disc interface. This design of interface can be used with Cumana-style 5¼ inch disc drives. These drives can in turn be used with other computers including, in particular, the BBC.

Given the continuing state of flux of the home computer market, though, I would not personally spend money on any disc system with the expectation of re-using the



The Kempston Centronics interface

same equipment with another computer in a year or two's time. You might be lucky and guess right of course but I wouldn't bank on it. My instinct would always be to buy for the present, not for the future.

With printers my attitude is different. The chances are you will be able to carry your printer forward to any future micro. I would aim for a machine with both an RS232 and a Centronics interface if possible, or if not that then a Centronics interface alone and assume that one or other system would be available on any computer that I bought in the foreseeable future.

See last month's copy of *Sinclair User* for a guide to some of cheaper options around. All of the printers mentioned there should be fully compatible with any computer having the correct interface.

Find out the height of your byte

David Cattanach has written again. Thank you for spelling my name right, does this mean you can read my typing? Yes, amazingly enough, I can, but you should see the state of some of the letters I receive. What's your question? One thing I am extremely puzzled about is high and low bytes. What are they? What's the difference?

My fault. I should have explained in more detail. Calling bytes 'high' or 'low' is just a shorthand piece of jargon. There is no physical difference between them at all it's just one of those things which gets assigned in a particular context and then gets forgotten.

Most readers will be aware that the memory in the Spectrum is divided up into 'bytes' each of which consists of eight 'bits'. Each bit can be set in one of two ways only so that the eight bits forming any given byte can together be set in 2^8

$2^8 = 256$ ways.

In other words, if you want to use a byte to store a whole number, there are only 256 different numbers that can be stored. Normally the numbers are 0, 1, 2, 3, . . . , 255.

This is all very well but computers would be very boring if they could only count up to 255. So bytes are often grouped into pairs so that the machines can count up to $256 \times 256 = 65536$. (Actually they only count up to 65535 — you have to knock one off to be used for storing zero.) When a pair of bytes is used for storing a large whole number in this fashion you can work out the number by Peeking both bytes as follows:

PRINT PEEK (first byte) + $256 \times$ PEEK (second byte)

On this occasion I have called the two bytes 'first' and 'second' but it is more usual to call them 'low' and 'high'. That's all there is to it.

If asked then answered

Janet Moss of Cheshire has a problem with *If* statements. She doesn't know it yet which I suppose why she has written to me, but it's true. She's written a Basic program which goes roughly like this:

```
10 INPUT A$
40 IF A$ = "A" THEN GOTO 100 : IF
  A$ = "B" THEN GOTO 200
100 PRINT "100"
110 STOP
200 PRINT "200"
210 STOP
```

I've cut out all the other bits and pieces in her program to make the problem area easier to identify.

Janet complains: **Whatever you type in the program always goes to Line 100.** I'm not surprised, Janet, because if you read the relevant part of the Spectrum manual carefully you will see that it refers to the evaluation of the condition in an *If* statement in these terms. ". . . if it is true that A\$ = 'A' then statements in the rest of the line after *Then* are executed, but otherwise they are skipped over, and the program executes the next instruction."

Now, if you look at Janet's program again you will see that if it is true that A\$ = 'A' then the program jumps to Line 100 from the *Goto* 100 command. However, if A\$ = is some other character so that the condition is not true then the program does not execute the second statement in the line. Instead control passes to the next Basic line, which just happens to be Line 100.

The point is that any statements after an *If* statement are only executed if the condition in the *If* statement is true. If the condition is untrue any subsequent statements in the same Basic line are ignored.

ARCADE ★ REVIEW

Kung Fu Master is not exactly a market leading release. There must now be more versions of martial arts games for the Spectrum than there are versions of **Pacman**, and will soon be versions of **Gauntlet** (check your lawyers boys).

Kung Fu Master turns out to be rather tedious, contains nothing you won't have seen before and is really not all that well programmed — especially since it's been converted from the Data East coin-op. The central element of any **Kung Fu** game must surely be the fighters themselves. If they look good, move smoothly and are nicely animated between the various attacking postures then the chances are you'll feel involved with the action and the game will be addictive. On the other hand, if they are small, flickery, change colour according to background and with fighting postures which look like indistinct blurs of assorted pixels, then you have what is known in **Kung Fu** terms as an absolute dodo. With **Kung Fu Master** we're talking blurs.

It's a scrolling game. Teams of enemies line up one after the

KUNG FU MASTER

but otherwise the point when you die in the game is more a question of being worn down by attrition rather than by a skillful blow. Rather like a conveyor belt they just keep coming and sooner or later you make a mistake.

A good portion of the game is actually a straight-forward dodge game in disguise —

many objects can be avoided by carefully timed jumps and sometimes the punches and kicks are simply the physical equivalent of laser zaps, ie, if you press the fire button at the right time you'll survive — judgement, strategy and combinations of blows aren't required.

Although I have some doubts about how necessary the assorted movements and directions are, the system for selection between them is

intelligent. The joystick controls left, right, jump, squat; with the fire button pressed you get a series of kicks in the indicated direction and these can be toggled to punches by also pressing the keyboard space bar.

Kung Fu Master looks like it ought to have been a budget release to me. The game is, I think, one of US Gold's conveyor-belt conversions. The Commodore original was considerably better and the problems with the Spectrum version seem to stem from the conversion programmers simply not bothering over much to try and get the best out of the machine.

I wouldn't bother over much going out to buy it. At £7.95 it's just too steep ■

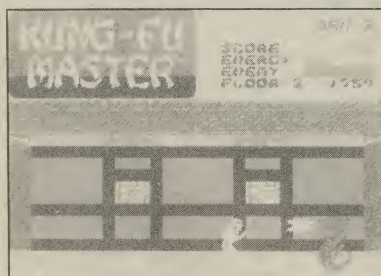
FACTS BOX

A routine conversion from the C64 on which little genuine thought or effort seems to have been expended

KUNG FU MASTER

Label: US Gold
Author: David J Anderson
Price: £7.95
Memory: 48/128K
Joystick: various

Reviewer: Graham Taylor



▲ Fists meet fire as the Dragon attacks

other and assault you (the **Kung Fu Master**) as you try to move across the screen. Fight off various assailants, avoid assorted obstacles like knives, mystic globes, killer bees and snakes, and finally rescue the usual fair maiden in the final screen. The background is a sort of orientalish-looking passageway and it's OK apart from changing colour as you move past parts of it.

Actually playing the game is nothing like the same sort of test of skills as **Way of the Exploding Fist**. It's a case of quantity rather than quality. The vast majority of the flickery baddies can be felled by one or two blows. True they fight back if you sit there and do nothing,

GHOSTBUSTERS

Ghostbusters again. Impossible but true. The final version (Activision promises) of the hottest title of yesteryear is out about now — for the Spectrum 128.

For me, **Ghostbusters** was never a game, always a title screen. When the C64 version first turned up nobody could believe the music, it was funky. I watched those opening credits over and over again as the little dot bounced over the words to the song. The game I could always do without. For obvious reasons the Spectrum

version was a bit of a let down.

On the Spectrum 128 things are different. Back comes the bouncing blob, the words, and yes, **FUNKY MUSIC**. The three-channel sound chip squeaks its little heart out and it's good, not brilliant but good. You could even dance to it.

The game is the same as ever — broadly a management style activity with arcade side effects. Equip your ghostbusting mobile, check the map for ghost activity, trap the ghosts and earn money for more car gear. No change in the way

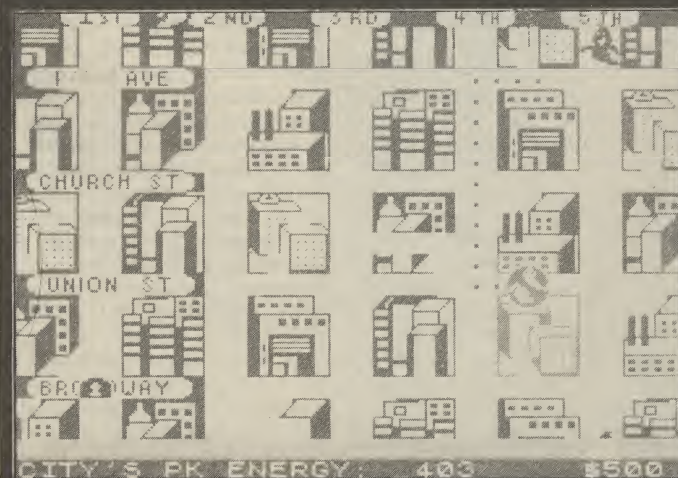
FACTS BOX

Sounds great, looks very average. Best seen as a demo of the 128s sound chip. As such it's expensive

GHOSTBUSTERS 128

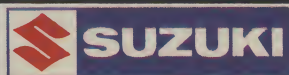
Label: Activision
Author: David Crane
Price: £9.95
Memory: 128K
Joystick: various

Reviewer: Graham Taylor



objects gleefully change colour, the graphics still look a bit unprofessional and I always thought the plot was pretty tedious anyway.

For those who have the 128 this game probably shows off its new improved sound abilities as well as, if not better than, anything else. The game itself is no better than a budget title, so at least two of the stars are for the soundtrack and that bouncing blob ■



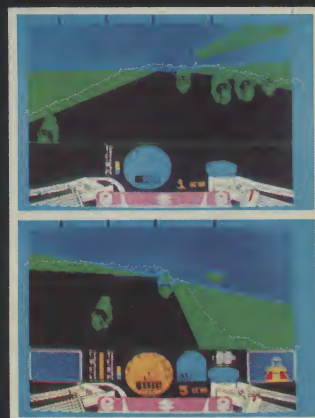
48/128K SPECTRUM

TT RACER

BY R.J. SWIFT

TT Racer is a spectacular motor cycle racing simulation that puts you on the hot seat of a Grand Prix bike. Experience the unique thrill of racing with its stunning over-the-handlebars 3D view and state of the art solid graphics. Set-up your bike and practice hard on the 12 famous tracks, until you're ready for the challenge... To race against the other cool professional riders for the winning flag and the world championship. Even the top Suzuki riders like Paul Lewis and Kevin Schwantz have been amazed at the accuracy of the tracks and the authentic feel of the bike.

- Spectacular over-the-handlebars 3D display
- All 12 Grand Prix tracks
- All 4 solo Grand Prix classes
- Challenge the computer and race against 15 other bikes or with networking 7 of your friends
- 4 different levels of competition
- Full Grand Prix season points scoring



"Unbelievably realistic"
Paul Lewis - Suzuki No. 1 Grand Prix Rider.

**GAME LAUNCH AT
PCW SHOW**
SEE US ON
STAND
1011

SPECTRUM

TT Racer 48/128K	<input type="checkbox"/>	£9.95
Tomahawk 48/128K	<input type="checkbox"/>	£9.95
Fighter Pilot 48K	<input type="checkbox"/>	7.95
Night Gunner 48K	<input type="checkbox"/>	£6.95
COMMODORE 64		
Fighter Pilot Disk	<input type="checkbox"/>	£14.95
Fighter Pilot	<input type="checkbox"/>	£9.95

AMSTRAD CPC 464, 664, 6128

Night Gunner	<input type="checkbox"/>	£7.95
Night Gunner Disk	<input type="checkbox"/>	£13.95
Tomahawk	<input type="checkbox"/>	£9.95
Tomahawk Disk	<input type="checkbox"/>	£14.95
Fighter Pilot	<input type="checkbox"/>	£8.95
Fighter Pilot Disk	<input type="checkbox"/>	£13.95
ATARI		
Fighter Pilot Disk	<input type="checkbox"/>	£12.95
Fighter Pilot	<input type="checkbox"/>	£9.95

VAT and p.&p. inclusive within UK
(overseas inc. 55p per cassette)

Tele Sales
(0276) 684959



Please debit my Access/Visa card no.

Expiry date

Cheques made payable to Digital Integration Ltd

I enclose a cheque/P.O. for _____ Total

Please send to

**DIGITAL
INTEGRATION**

Watchmoor Trade Centre,
Watchmoor Road,
Camberley, Surrey
GU15 3AJ

Trade and Export enquiries
welcome. Lifetime Guarantee.

Name _____

Address _____

Dept. Su., Unit 1; 1 Esmond Road; London W.4. 1BR



**BUY BY
PHONE**

RING 01-995 2763

If you wish to purchase any product from our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be a current issue). Price Promise does not apply to other companies "Special Offers".

**ORDERS OVER
£30
DEDUCT 10%**

PYRACURSE
 DYNAMITE DAN II
 KUNG FU MASTER
 PUB GAMES (7 games)
 THEATRE EUROPE
 HI-JACK
 BOBBY BEARING
 CAULDRON II
 MERMAID MADNESS
 JACK THE NIPPER
 PAPER BOY
 ACE
 ACTION REFLEX
 MANTRONIX
 BIGGLES
 IMPOSSIBLE MISSION
 EQUINOX
 ATTACK OF THE KILLER TOMATOES
 SPLIT PERSONALITIES
 MEGA HITS (10 games)
 ENIGMA FORCE
 GLADIATOR
 QUAZATRON
 SWEETVO'S WORLD
 NIGHT SHADES
 SABRE WULF
 NODES OF YESOD
 POLE POSITION
 RAID OVER MOSCOW
 BEACH HEAD II
 GHOST & GOBLINS
 TANTALUS
 TOAD RUNNER
 THE PLANETS
 SAI COMBAT
 REBEL PLANET
 GREEN BERT
 BOMB JACK
 LORD OF THE RINGS
 ELITE
 WAY OF THE TIGER
 BAT MAN
 INTERNATIONAL KARATE
 MORDEN'S QUEST
 SUPERBOWL
 TAU CETI
 TURBO ESPIRT
 MONOPOLY
 CLUEDO
 STARSTRIKE II
 WINTER GAMES
 BACK TO SKOOL
 SWORDS & SORCERY
 BOUNCES
 G. GOOCH'S CRICKET
 VIEW TO A KILL
 THREE WEEKS IN PARADISE
 ALIEN HIGHWAY
 ART STUDIO
 EXPLODING FIST
 GRAPHIC ADVENTURE CREATOR
 TOMAHAWK

REC PRICE	OUR PRICE
9.95	7.45
7.95	5.90
7.95	5.90
9.95	7.45
9.95	7.45
7.95	7.45
9.95	5.90
8.95	6.70
9.95	7.45
7.95	5.90
7.95	5.90
9.95	7.45
7.95	5.90
9.95	6.99
7.95	5.90
7.95	5.90
7.95	7.45
8.95	6.99
8.95	6.50
7.95	5.90
9.95	6.99
9.95	4.99
9.95	4.99
7.99	2.99
7.95	5.90
7.95	5.90
7.95	5.90
8.95	6.70
8.95	7.45
6.95	5.20
9.95	7.45
7.95	5.90
7.95	5.90
15.95	11.90
14.95	11.20
9.95	7.45
7.95	5.90
6.95	5.20
9.95	4.99
9.95	7.45
9.95	7.45
8.95	6.70
9.95	7.45
9.95	7.45
7.95	5.90
7.95	5.90
9.95	7.45
9.95	7.45
9.99	3.99
9.95	6.99
7.95	5.90
14.95	11.20
8.95	6.50
22.95	20.95
9.95	7.45

	REC PRICE	OUR PRICE
BOUNDER	7.95	5.90
HEARTLAND	9.95	7.45
YOUNG ONES	7.95	5.90
SABOTEUR	8.95	6.70
HEAVY ON THE MAGIK	9.95	7.45
RED HAWK	8.95	6.70
V	7.95	5.90
SUPERBOWL	9.95	7.45
CORE	9.95	7.45
FINEST HOUR	9.95	7.45
TIME TRAX	9.95	7.45
STREET HAWK	7.95	5.90
KNIGHT RIDER	7.95	5.90
HUNCHBACK THE ADVENTURE	7.95	5.90
RESCUE ON FRACTULUS	7.95	5.90
FAIRLIGHT II	9.95	7.45
COMPILATIONS		
<u>SPORTS PACK</u>		
SNOKER	36.95	5.99
DARTS		
WORLD CUP FOOTBALL		
OLYMPIC (14 events)		
GOLF		
DERBY DAY		
<u>4 MONSTER HITS</u>		
BRUCE LEE	9.95	7.45
MATCH DAY		
MATCH POINT		
KNIGHT LORE		
<u>HOTSHOTS</u>		
MINDSHADOW	9.95	7.45
FIGHTING WARRIOR		
SHADOW FIRE		
GYRON		
30 GAMES	9.99	7.45
<u>NOW GAMES</u>		
LORDS OF MIDNIGHT	8.95	6.70
BRIAN BLOODAXE		
STRANGELOOP		
PY JAMARAMA		
ARABIAN NIGHTS		
FALCON PATROL II		
<u>4 CRASH SMASHES</u>		
SPY HUNTER	9.95	7.45
NIGHT GUNNER		
DUN DARACH		
ALIEN 8		
<u>MISSION IMPOSSIBLE</u>		
EXTERMINATOR	36.00	5.99
ARMAGEDDON		
FREEZ BEES		
SAM SPADE		
BRAIN DAMAGE		
<u>EUREKA</u>		
PSYTRON	38.95	7.95
VALHALLA		

	REC PRICE	OUR PRICE
ANY MASTERONIC	1.99	1.99
ANY MASTERONIC	2.99	2.99
CYBERUN	9.95	7.45
PENTAGRAM	9.95	7.45
MAGNETS	7.95	2.50
SHIP OF DOOM	7.95	2.50
ZZOOM	7.95	2.50
ZIP ZAP	7.95	2.50
PEDRO	7.95	2.50
STONKERS	7.95	2.50
3D BAT ATTACK	7.95	2.50
CONQUEST	7.95	2.50
PLUMMET	7.95	2.50
TILLER	7.95	2.50
BRISTOLS	7.95	2.50
THE ISLAND	7.95	2.50
TIME BOMB	7.95	2.50
POOL	7.95	2.50
VAMPIRE VILLAGE	7.95	2.50
SPACE ISLAND	7.95	2.50
CITY	7.95	2.50
SPECTRUM SAFARI	7.95	2.50
MAGIC MEANIES	7.95	2.50
OTHELLO	7.95	2.50
LEAP FROG	7.95	2.50
BUG BLASTER	7.95	2.50
AQUARIUS	7.95	2.50
PLANET FALL	7.95	2.50
REFLECTIONS	7.95	2.50
COSMIC DEBRIS	7.95	2.50
SPELLBOUND (Beyond)	7.95	2.50
SPACE STATION ZEBRA	7.95	2.50
SAM SPADE	7.95	2.50
SPIDERMAN	7.95	2.50
ROBOT RUNNER	7.95	2.50
RIDDLE OF THE SPHINX	7.95	2.50
DRAGON FIRE	7.95	2.50
MOON SWEEPER	7.95	2.50
FANTASIA	7.95	2.50
ARABIAN KNIGHT	7.95	2.50
LAZY JONES	7.95	2.50
SCUBA ATTACK	7.95	2.50
FIRE ON THE WATER	7.95	2.50
FLIGHT FROM THE DARK	7.95	2.50
WARLORD	7.95	2.50
HORACE & THE SPIDERS	7.95	2.50
PENETRATOR	7.95	2.50
JUMPIN JACK	7.95	2.50
ARCADIA	7.95	2.50
MAD MARTHA	7.95	2.50

V	4.50
SURF CHAMP	3.99
GAMES DESIGNER	2.50
MANIC MINER	1.99
MEGA HITS (10 titles)	4.99
MATCH POINT	2.99
POLE POSITION	2.99
LIGHT CYCLE	1.99
TWISTER	2.99
EQUINOX	4.99
KILLER TOMATOES	4.99
RAM TURBO INTERFACE	9.99
* While stocks last	

Please send me the following titles. BLOCK capitals please!

Type of computer

Type of computer	
Title:—	Amount
Total Enclosed £	

Name

Address

Tel. No.

Total Enclosed £

Please make cheques or postal orders payable to **BARGAIN SOFTWARE.**

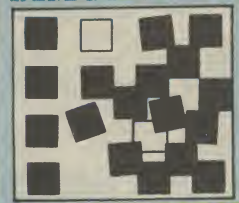
Prices include P&P within the U.K: Europe please add £0.75 per tape:

Elsewhere please add £1.00 extra per tape

VISIT OUR SHOP
474A Chiswick
High Road
London
W4



STRATEGY SIMULATION

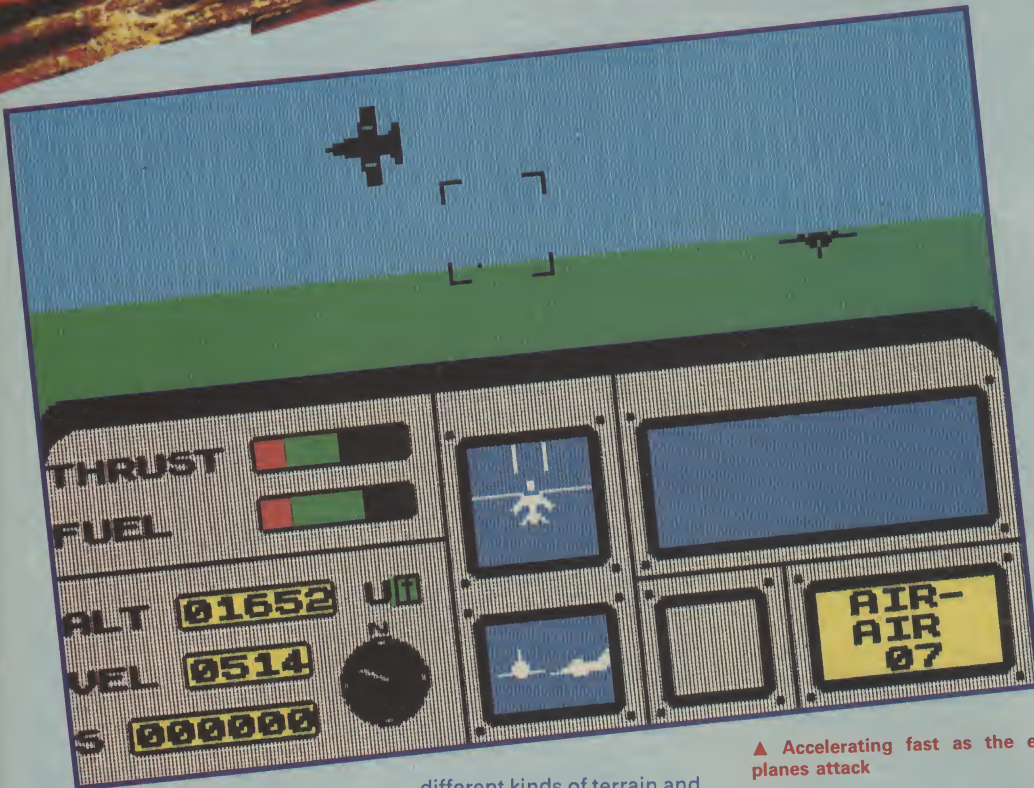


REVIEW

FACTS BOX

Fine flight simulator without too much fine detail to get in the way of what it's all about — blasting at speed

★	ACE
★	Label: Cascade
★	Author: Paul Laidlaw, Ian Martin
★	Price: £9.95
★	Memory: 48/128K
★	Joystick: Kempston, Interface 2
★	Reviewer: Graham Taylor



▲ Accelerating fast as the enemy planes attack

ACE

There are two sorts of flight simulator. Real flight simulators and fraudulent flight simulators.

Usually fraudulent flight simulators are better. The reason is simple, with a real flight simulator some programmers have spent ages constructing an almost exact reconstruction of the handling characteristics of a particular make, model and version of an aircraft. These are sometimes a triumph of the programmers' art and usually quite fantastically boring to all but the most enthusiastic armchair pilot groupies. I mean do you really want it to be several weeks and twelve pages of manual before you ignite the engines?

On the other hand, fraudulent flight simulations give you some sort of vague idea of flying a plane but keep controls down to the manageable level (higher, lower, left, right, power up/down). And they are usually bigger on fripperies like blasting things to bits and being attacked.

Ace, then, is an excellent fraudulent flying game. You get to blast things a lot. You also get to dock with refueling aircraft, launch flares, fly over

different kinds of terrain and land and take off. Controls are kept down to a sensible level such that you don't need a pilot's licence before you can start destroying things.

Ace offers a good mix of options aside from just flying and shooting down planes. You can shoot tanks. You can shoot ships. Appropriate weapons are selected via a simple menu system. In a particularly appealing sequence you also get to refuel in mid-air — if you can rendezvous with the supply aircraft at the correct height and speed.

All this and there's even a plot of sorts. You are the lone pilot defending the free world

▼ Call up the on screen map to check enemy movements



against armed assault by land se and air. Enemy positions are indicated on a map which may be called up at any time. There is a logical sequence to the battle — you don't get to blast at ships until the other attack waves have been defeated.

Ace deserves the title simulation in the loose sense that you can manipulate the controls to fly the plane, do rolls etc, but it doesn't get bogged down in tedious details that would spoil the adrenalin-raising properties of the game.

It won't amaze you graphically but don't worry about that — you'll love it ■



▲ Ground attack mode

GRAPHICS

At first **Ace** doesn't look like much at all. The opening scene of the runway from the cockpit window looks, it must be said, like a slab of green, a slab of blue and a slab of white. Things look up with some rather nifty enemy planes and tanks. It still won't blow your mind — no tricky three-dimensional stuff like Digital Integration or anything — but at least it doesn't actually detract from the game.

Terrain graphics are rather simple, land is a big splotch of green with occasional line drawings of trees. Water is a big splotch of blue with like line graphics representing breaking waves. It isn't as bad as it sounds. The important things look OK and that's what matters — the cannon fire streaks off into the distance, enemy fighters roll and turn and burst into flames. This is what we want . . .



SINCLAIR TITLES



BUY £20.00
WORTH OF PROGRAMS
AND GET AN EXTRA £5.00
WORTH FREE

SOFTWARE

BIORYTHMS	£1.00
GALAXIAN BY ATARISOFT	£4.95
KNOCKOUT	£2.95
MATCH FISHING	£2.95
MAKE A CHIP	£0.95
MAGNETS	£0.95
SURVIVAL	£0.95
SON OF BLAGGER	£2.50
JET SET WILLY	£2.95
MANIC MINER	£2.95
VIEW TO KILL	£2.95
CODENAME MATT II	£2.95
EUREKA	£2.50
BLOCKBUSTERS	£3.95
GREMLINS	£2.95
EDDIE KIDDS JUMP CHALLENGE	£2.95
BRIAN JACKS SUPERSTARS	£2.95
TRIPODS	£2.95
ANDROID ONE	£2.50
ANDROID TWO	£2.95
CYCLONE	£2.95
T.L.L.	£2.95
HIGHWAY ENCOUNTER	£2.95
HELL FIRE	£2.95
MOON ALERT	£1.95
ROLANDS RAT RACE	£3.95
GIFT FROM THE GODS	£3.95
DALEY THOMPSONS DECATHLON	£2.95
TWIN PACK FIRE ON THE WATER FLIGHT FROM THE DARK	£4.95
MATCH POINT	£3.95
NOW GAMES	£3.95
UNDERWORLD	£3.95
GT SPACE RACE	£1.95
LORDS OF MIDNIGHT	£3.95
SHADOWFIRE	£3.95
BEACH HEAD	£2.95
BLUE MAX	£3.95
BOUNTY BOB	£3.95
SKOOLDAZE	£3.95
BORED OF THE RINGS	£2.95
ROBIN OF SHERWOOD	£3.95
XAVIOR	£1.95
TAU-CETI	£4.95
TECHNICIAN TED	£2.95
HEATHROW A.T.C.	£2.95
AVALON	£2.95
ASTRO CLONE	£3.95
LAZY JONES	£2.50

MONTY MOLE	£2.95
CONFUZION	£2.50
GEOGRAPHY QUIZ	£1.95
WIZARDS LAIR	£2.95
TWIN KINGDOM VALLEY	£2.95
JONAH BARRINGTONS SQUASH	£2.95
BACKPACKERS GUIDE	£2.50
AMERICAN FOOTBALL	£3.95
HUNTER KILLER	£3.95
VALHALLA	£2.50
AIRLINER	£1.95
NOW GAMES II	£3.95
RUNES OF ZENDOS	£1.95
PEDRO	£1.50
AH DIDDUMS	£1.50
ERIC & THE FLOATERS	£1.50
BUBBLE BUSTER	£1.50
THE TRAIN GAME	£2.95
WHEELIE	£2.95
BEAR GEORGE	£1.95
CONQUEST	£1.50
3D BAT ATTACK	£1.50
SUBTERRANEAN STRYKER	£1.95
SCRABBLE	£2.95
ERIK THE VIKING	£3.50
TIR NA NOG	£3.95
SABRE WULF	£3.95
BRIAN BLOODAXE	£2.50
UNDERWORLD	£3.95
SELECT 1 (12 GAMES)	£3.95
THE ILLUSTRATOR	£4.95
VOLCANO	£1.50
AD ASTRA	£2.95
CODENAME MATT	£1.95
DEATH CHASE	£1.95
JASPER	£1.95
SINCLAIR CHESS	£1.50
CHEQUERED FLAG	£1.95
HUNGRY HORACE	£1.50
HORACE GOES SKIING	£1.50
FULL THROTTLE	£2.95
LORD OF THE RINGS	£6.95
THEY SOLD A MILLION	£4.95
ARCADE HALL OF FAME	£4.95
DALEYS SUPERTEST	£3.95
FOOTBALL MANAGER	£3.50
BC's QUEST FOR TIRES	£3.50
DARK STAR	£2.95
MOON CRESTA	£3.50
BRAXX BLUFF	£1.95

SPECTRUM EDUCATIONAL PACKS

PHYSICS 'O' & 'A' LEVEL, MATHS 'O' LEVEL, CHEMISTRY 'O' LEVEL, BIOLOGY 'O' LEVEL £9.95 or £3.00 each

COLLINS 4-11 YEARS PACK
WHAT'S THE TIME, KNOW YOUR TABLES, FIRST NUMBERS £7.95

COLLINS PADDINGTON PACK
PADDINGTONS EARLY VISIT, PADDINGTONS GARDEN GAME, PADDINGTON AND THE DISAPPEARING INK £7.95

HILL McGIBBON PACK
PUNCTUATION PETE, BALLOONING, CAR JOURNEY, SPECIAL AGENT £7.95

ROSE SOFT PACK
INTERMEDIATE ENGLISH 1, INTERMEDIATE ENGLISH 2, INTERMEDIATE MATHS 1, INTERMEDIATE MATHS 2 £5.95

LONGMAN SOFTWARE 6-10 YEARS
SUM SCRUNCHER, ROBOT RUNNER, WILD WORDS, A.B.C. LIFT OFF £6.95

SULIS SOFTWARE PACK
STARTER WORDSPLITS, JUNIOR WORDSPLITS, GRAMMAR TREE (INC. NOUNS & ADJECTIVES), GRAMMAR TREE (INC. VERBS & ADVERBS) £4.95

MR T PACK INC.
MR T's SIMPLE SUMS, MR T MEETS HIS MATCH, MR T's ALPHABET GAME £5.95

MR T PACK INC.
MR T's NUMBER GAMES, MR T's SHAPE GAMES, MR T's MEASURING GAMES £5.95

GRIFFIN SOFTWARE PACK INC.
5 YEARS AND OVER
WORDSPELL, FAIRSHARE, WORDGAMES £5.95

GRIFFIN SOFTWARE PACK INC.
5 YEARS & OVER
TABLESUMS, NUMBERFUN, GET SET £5.95

GRIFFIN PYTHAGORAS PACK INC.
10-15 YEARS
THEOREM OF PYTHAGORAS, FORMULAE & COMPOUNDS, FUNDAMENTAL ALGEBRA £5.95

GRIFFIN MATHS & CHEMISTRY PACK
10-15 YEARS
ATOMS & MOLES, INTRO TO TRIGONOMETRY, MENTAL ARITHMETIC £5.95

SPECTRUM GAMES PACKS

HORACE & SPIDERS, PLANETOIDS, HUNGRY HORACE, TRAXX, SPACE RAIDERS, ORACLES CAVE £6.95

BUBBLE BUSTER, BACKGAMMON, BIORYTHMS, GRIDRUNNER, REVERSI, MANIC MINER £7.95

ONE THE OCHE, DERBY DAY, ST ANDREWS GOLF, WORLD CUP FOOTBALL, SNOOKER, OLYMPICS £5.00

PANZER ATTACK, DREADNOUGHTS, RED BARON, PARAS £5.00

IMAGINE PACK
COSMIC CRUISER, ZOOM, ZIP ZAP, ALCHEMIST, PEDRO, B.C. BILL £4.95

SOFTWARE PROJECT PACK 8 TITLES
ZIGGURAT, FREEX, MOONLIGHTER, LOONY LANDER, FLIP FLAP, SHUTTLE SHOCK, SUPER CHOPPER, FRED'S FAN FACTORY £9.95 or £2.00 each

THE BARGAIN PACK any 5 for £5.00
MURDER AT THE MANOR, GRIDGATE, HANDY ANDY, CORRUPTION, GALACTIC GAMBLER, COPTER, GALACTIC PATROL, WILD WEST, POOL, STOMP

HUNGRY HORACE, FLIGHT FROM DARK, 3D BAT ATTACK, ZIP ZAP, TILER, POOL £6.95

SILVERSOFT PACK INC.
SUPERMUTT, ARCADE ACTION ORBITER, STARSHIP ENTERPRISE, CYBER RATS, ARCADE ACTION, SLIPPERY SID £5.00

ACTION & ADVENTURE PACK
RUNES OF ZENDOS, DRAGONFIRE, 3D BAT ATTACK, MOONSWEPPER, CONQUEST, ORACLES CAVE £6.95

UTILITIES & PERIPHERALS

ACTIVE COMPUTER LEARNING BOOK AND 4 TAPES £2.95

QUICKSILVA WORD PROC. £2.50

M/CODER II £2.95

TASWORD II £4.95

TOOLKIT £2.50

HIGHWAY CODE £1.95

LINKWORD SPANISH £2.95

LINKWORD GERMAN £2.95

O.C.P. + 80 VAT MANAGER £7.95

O.C.P. + 80 ADDRESS MANAGER £7.95

VU CALC £2.50

KEMPSTON MOUSE £67.95

SPECTRUM £25.00

QUICKSHOT IIs WITH MICRO SWITCHES £10.95

ALPHACOM PAPER 5 ROLLS £8.95

CURRAH MICRO-SLOTS £2.95

SINGLE PORT JOYSTICK INT. £7.95

D.K. TRONICS KEYBOARDS £29.95

MICROL DATABASE £3.95

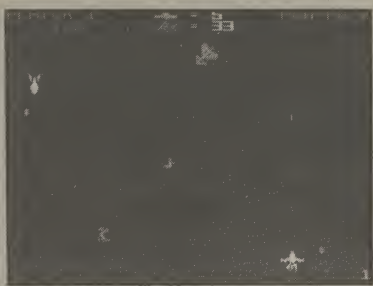
MINI OFFICE £3.95

p&p 75p all orders
overseas - 70p software,
£2.50 packs, £5.00 peripherals

LOGIC SALES LTD

6 Midgate · Peterborough · Cambs

24 hour ordering on
0733 313870



STAR FIREBIRDS

No question about it, **Star Firebirds** is a shoot 'em up. No frills, just things moving around the screen and you firing at them. It's closely based on **Galaxians** the ancient arcade hit that ruled the arcades several years ago (its still pretty big in Southend).

However, I was disappointed. The gameplay is authentic but the graphics are very poor.

The **Star Firebirds** themselves are dozens of multi-coloured birds that swoop around in curves and circles dropping bombs on your laser base. If you are smart you will move it.

FACTS BOX

A fair copy of the Galaxians arcade hit, but the miniscule graphics may well put you off

STAR FIREBIRDS

Label: Firebird
Author: Insight
Memory: 48/128K
Joystick: Kempston, Sinclair, cursor

Reviewer: Graham Taylor



Survive long enough and you may get a visitation from the enormously large emperor bird which hovers around — blast it enough times and you get bonus points.

The game falls down with its graphics. Everything is small and unimpressive which seriously detracts from the appeal. I find it hard to get seriously interested in blasting when the thing I am to blast is not much larger than a pin prick.

Star Firebirds gets bonus points for being a faithful reproduction of the original arcade game and for having part of Stravinsky's *Firebird* suite moderately well played at the beginning of the game.

Buy it only if you are an addict of the original game or have an enormous monitor ■

ACTION REFLEX

Action Reflex is one of those games that is entertaining without being exciting. Technically there is nothing special to say about it, it boasts no new and impressive graphic routines, it doesn't feature artificial intelligence (however artificially) and it isn't going to win any prizes. On the other hand, I found it infuriating and had a severe attack of the 'just one more go'.

A bouncing ball looking suspiciously like the Amiga demo is the heart of the game (OK, it doesn't look much like the Amiga demo but it has got a checkered pattern on it). Learning to control the ball, which acts just like you would expect a bouncing ball to act is the art of the game. The challenge is provided by a series of odd but vicious traps which deflate both ego and ball simultaneously.

The ball movement is a subtle affair, bounce levels can be controlled quite precisely but don't drop immediately to zero when you wish them to. In other words, the super leap you build up to help you jump the tall funny statue type thing in one

FACTS BOX

No prizes but rather entertaining. The sort of game that may still be worth playing this time next year

ACTION REFLEX

Label: Mirrorsoft
Author: Urquhart, Chubsly and Herman
Price: £7.95
Memory: 48/128K

Reviewer: Graham Taylor



screen may also hurl you uncontrollably into the deadly fire pit in the next screen — get the picture?

There are some other features to the game. Some objects have to be acquired in order to pass certain obstacles. Useful objects are not collected but 'earned' — they are awarded automatically each time a certain number of points are achieved. Points are awarded for successfully

Whilst Mastertronic is clearly blazing some sort of budget path through the software industry, forcing everybody to reconsider just what to expect at what price, not all of its programs are of equal standard.

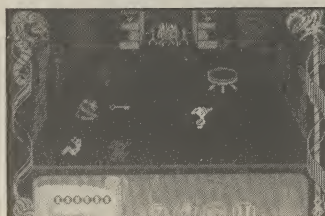
The problem with attempting to seriously criticise Mastertronic's stuff is that unless the program in question is actually appalling it seems churlish to winge too much about something that costs £1.99 or £2.99.

Con-Quest is a £2.99 Mad title. Presumably therefore it is supposed to be a little above the norm. It's not exactly a rip off but I doubt that you'll get all that much from it even at £2.99. The astounding thing about **Con-Quest** is its programmer — Derek Brewster — one of the more respected names in the industry for titles like **3D Death Chase** and **Full Throttle**. This game looks like it was knocked up in a couple of days by someone with little imagination and not all that much skill. "Save Oscar's soul from the torment of walking through the eternal fires of Hell", is what it says on the box. It seems a reasonable request but I found myself leaving Oscar to fry at ever earlier intervals. Oscar is

CON-QUEST

... well, I don't know what, but it's got two legs and a big head, and there are a large number of flickery sprites. The box says they are animated, but I'd say they zoom around the screen as though shot from a cannon. Some of them are sort of snakes, some of them are sort of dragons, all are certainly very wh***y.

The chameleon-like sprites (they change their colour to match the background) whizz around the standard Ultimate-style medieval castle with the usual Ultimate stairs up which you slide (?) and with accepted Ultimate fitments like caskets, books, axes and fountains. Oscar finds objects, picks them up, drops them and uses them — some open things, some are weapons one is a sort of protective globe.



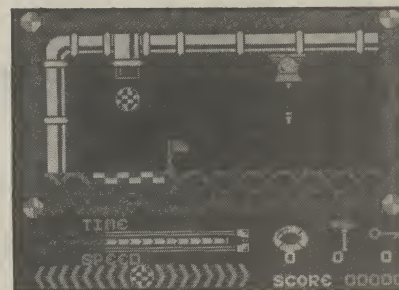
ARCADE ★ REVIEW

negotiating certain obstacles.

Sound is rather minimal, just enough to give the audible impression of a bounce.

I do like the ideas behind the graphics, there are some touches of gloriously eccentric violence à la **Road Runner**. I particularly like the hidden boxing glove which springs from the floor and punches the ball straight into the prongs of what looks like a pitchfork.

That's about it really, the key to the game is learning how to work those bounces and learning what bounce patterns are required between certain screens. Nothing amazing but I liked it ■



FACTS BOX

A tired variant of Atic Atac graphics, themes and playing style that should long ago have been laid to rest

CON-QUEST

Label: Mastertronic
Author: Derek Brewster
Price: £2.99
Memory: 48/128K
Joystick: various

Reviewer: Graham Taylor



In its defence, **Con-Quest** is big and some people don't seem to ever get tired of this sort of game. A few brownie points too for an icon system which is at least faintly original.

At £2.99 you won't find **Con-Quest** a hair-pulling waste of money but unless you are an absolute addict of this genre I think you'll probably wish you hadn't bothered ■

OUT OF THIS WORLD!

SAGA SYSTEMS' HARDWARE

If you want the best for your Spectrum, ensuring it advances with technology, the Saga Systems' collection of keyboards and peripherals is essential. And they are all compatible with the 48K, + and 128K Spectrum.

SAGA 1 EMPEROR

"... Good looks ... works remarkably well ..."
— Sinclair User.
"... remarkable ... value for money ..." — Sinclair User
Annual 1985.
"... particularly like the extra caps and symbol shift keys
... brought the computer to life in quite an unexpected
way ..." — Primary Teaching and Micros.

PRICE £39.95 (Inc. VAT).

THE NEW SAGA 2+

"If I had not already seen the Saga 3 Elite I would have
awarded the 2+ a Sinclair User Classic. As it is I'll simply
say 'Well done, Saga' ..." — Sinclair User.
And the price is only £54.95 (Inc. VAT).

THE SAGA 3 ELITE

"Devastatingly smart ... the opposition look like toys ...
the best." — Popular Computing Weekly.
"It transforms the humble Spectrum" — Sinclair User.
"... will release the full potential of your Speccy ...
superduper ..." — Your Sinclair.

The Last Word software is available with it free
At its new low price of £69.95 (Inc. VAT) the Saga 3, with
its own number pad, is also ideal for the 128K Spectrum.



**NEW
2001**

THE NEW SAGA 2001

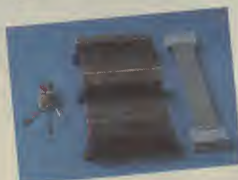
With its infra-red remote transmission, the Saga 2001 can be
used while you walk around the room. No wires link it to the
Spectrum. It has 101 keys, The Last Word software is available
with it free, and it is simply out of this world.
PRICE £119.95 (Inc. VAT).



THE SAGA LO PROFILE

With large enter key, full sized spacebar and printed keys, it has
got to be good at £39.95 (Inc. VAT).

SAGA SYSTEMS' PERIPHERALS



Microdrive extension cable. For
use with your Saga 3.
£4.95 (Inc. VAT).

Sound Boost. To put music in
your ears (and television).
£9.95 (Inc. VAT).

Flexicable enables you to drive
two interfaces.
£11.95 (Inc. VAT).

Dust cover. To keep your
computer and Saga keyboard
clean. £4.95 (Inc. VAT).

Centronics Interface. To drive your printer. £34.95 (Inc. VAT).

SAGA SYSTEMS' SOFTWARE

If you want to do more than just play games and require serious
software with practical applications, then we have "The Last
Word".

**T.H.E.
LAST
WORD**

We believe The Last Word is the most
advanced word processing package for
the Spectrum. Just look at these
outstanding facilities:-

Standard commercial 80 characters on
screen, over 60 commands, massive
range of printer options, full on-screen
help facility, full feature expression
evaluator/calculator, over 24K text
space in memory, compatible with tape
and microdrive, wafer and: KDOS,
BETA, Gordon and Opus disc systems.

FREE WITH THE SAGA 2001
and THE SAGA 3 ELITE

PRICE: £13.95 inclusive of VAT
Send off now for full catalogue.

SAGA SYSTEMS' PRINTERS

THE NEW SAGA GLP (Great Little Printer)

Only £199.95, the Saga GLP is a dot matrix printer with a
near letter quality mode, a complete Epson character set,
tractor and friction feed, and a centronics and RS232 interface.
It is very compact and can print up to 100 c.p.s.
"... The GLP ... has a lot to recommend it ..." — Sinclair User
only £199.95 (Inc. VAT).

THE CITIZEN 120D

A precision dot matrix printer with a 2 year warranty, the
Citizen 120D operates at 120 c.p.s. in fast draft, or 25 c.p.s. in
N.L.Q. It has Epson compatible graphics, tractor and friction
feed as standard, an optional cut sheet feeder and is very
compact. Further features include proportional spacing with
many type styles and an exceptional 4K printer buffer.
"... The 120D is an excellent printer ..." — Sinclair User
only £235.00 (Inc. VAT).

THE NEW SAGA DX85

Big and robust the DX85 is a heavy duty dot matrix printer
which is made in the U.K. It prints at 120 c.p.s. It has a bi-
directional logic seeking print head and centronics interface
(RS 232 available). It has a draft quality mode and costs
only £199.95 (Inc. VAT).

THE LTR1 PRINTER

The LTR1 is a 12 c.p.s. letter quality printer with RS232 and
centronics port built in. The LTR1 prints in ink on standard
paper and requires an interface to work. The LTR1 is
only £139.95 (including VAT)

COMPETITION

If you spot our poster in a computer shop you may win a
SAGA 2001 KEYBOARD. Simply: send us the name and
address of the shop, and your name and address and you
could be lucky!

SEND OFF NOW FOR FULL CATALOGUE

Quantity	Price	P&P
SAGA 1 EMPEROR	£39.95	£1.50
SAGA 2+	£54.95	£1.50
SAGA 3 Elite	£69.95	£1.85
SAGA 2001	£119.95	Free
SAGA LO PROFILE	£39.95	£1.50
128K Keyboard		
up-grade kit	£4.99	Free
LTR1 PRINTER	£139.95	Free
CITIZEN 120D	£235.00	Free
THE SAGA DX85	£199.95	Free
SAGA GLP	£199.95	Free
MICRODRIVE EXT. CABLE	£4.95	Free
SOUND BOOST	£9.95	Free
FLEXICABLE	£11.95	Free
DUST COVER (Please specify which keyboard)	£4.95	Free
CENTRONICS INTERFACE	£34.95	Free
THE LAST WORD	£13.95	Free
VAT is included		
Please state Spectrum model:		
48K, +, 128K (please circle)		
TOTAL		

SEND YOUR ORDER TO: Dept. SU1 Order Desk Saga Systems Ltd.,
2 Eve Road, Woking, Surrey GU21 4JT. Telephone: 04862-22977

Mr/Mrs/Miss

Address

Amount enclosed £

My Access Card No. is



ACCESS ONLY ACCEPTED

Please tick method of payment: PO ☐ Cheque ☐ Draft ☐ Access ☐

If this is confirmation of telephone order, please tick box ☐

Signature

Date

Overseas orders, please deduct 15% VAT add £4 for postage excess.
Please allow 28 days for delivery.

**ADVANCE
WITH**

**Saga
Systems
Limited**

TEL: 04862-22977

ARCADE REVIEW

GRAPHICS AND SOUND

Nothing astounding, but nice, big, smooth graphics on relatively unchanging but detailed backgrounds. The classic arcade look if you like. Some bonus points for really good 'exploding to bits' sequences which burst out across the entire screen.

In the last sections things get a little more complex as you hunt for Dr Vardos himself — there is more variety to the graphics.

Sound is very good and aside from the usual bleeps and blurps there is an extraordinary exploding effect in which you sound almost as if you are screaming. It might be a sampled voice, in any event it is pretty gruesome.

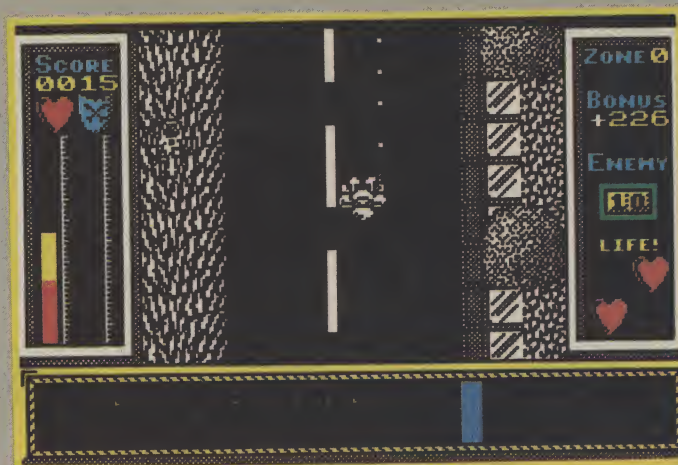
TIPS ON PLAY

- Use the long range scanner carefully. It is the only effective warning of enemy forces you have
- Remember the prime objective is to destroy all the forces in each zone, not rush to the other side
- Take advantage of the occasional 'lay bys' where you can move well over to one side of the screen and blast at enemy forces more effectively
- Leave narrow sections of roadway as soon as possible — it is difficult to dodge enemy forces whilst stuck in them
- Watch fuel levels. Not only must you not run out but you must decide exactly when to replenish — use up all the fuel too early and you may not have enough left to mop up the enemy

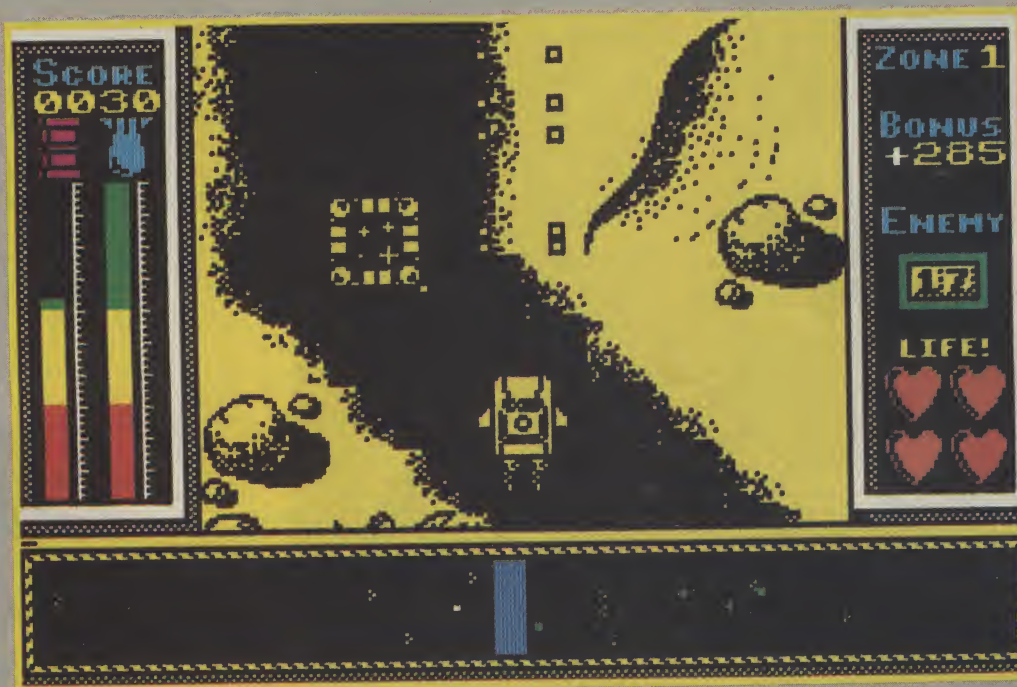
In the midst of multi-player zillion screen, ultra sophisticated, brain testing megaprograms it can be a relief to find a program like **Stainless Steel**, which for all its clever presentation and hard edged sprites really only requires you to blast and blast and blast and keep out of the way.

There isn't too much to say about subtleties of gameplay or tactics in **Stainless Steel**. If you can keep firing and kill enough baddies in a short enough time — you'll survive. Until the next screen. You are Ricky Steel a teenage superhero burning up the desert in Nightwind, a combat vehicle which looks like a Maserati and drives like a dream. Your teenage task — to blast assorted android troops and win the day against Dr Vardos. He represents forces of darkness and general nastiness.

There are four zones and in



STAINLESS STEEL



each you must clear the way of enemy troops and battle your way up a screen which scrolls

FACTS BOX

Good shoot 'em up. Not a major release but nicely presented and challenging to play



STAINLESS STEEL

Label:

Mikro Gen



Author: David Perry



Price:

£7.95



Memory:

48/128K



Joystick:

various



Reviewer:

Graham Taylor

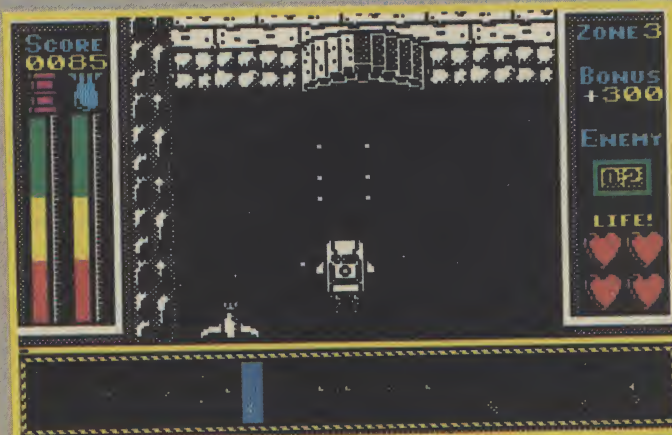
up/down the middle of the TV. Your movement is also indicated on a long range scanner which runs right/left across the bottom of the screen. This gives information on enemy presence and also gives you an idea, through their movement patterns, of what kinds of troops to expect.

The task is slightly different in each zone. In the first you simply have to reach your battle Maserati. Later zones have you driving at speed and flying. Worry not though, in all of them you get to blast almost everything into tiny pieces. Of course they will certainly reciprocate.

Aside from steering and blasting, there is a time limit on each zone and fuel levels to watch — you need to collect the occasional floating fuel pods which come hovering by.

The game is astoundingly difficult. It took me ages to master. Time and time again

android helicopters hammered me to bits, despite enthusiastic use of my defensive shields. Take that as a recommendation if you're some sort of Mr Cool of the consuls. If you are an ordinary games gonzo you may get very irritated indeed, but that's a few steps away from addicted I guess ■



DARK SCEPTRE

Created by
Mike Singleton

STAND ALONE COMPUTER GAME
AVAILABLE ON CASSETTE
FROM BEYOND

PLAY-BY-MAIL
ONE CONTEST
A THOUSAND GAMES



To play DARK SCEPTRE by mail, just fill in this coupon and post it to Maelstrom Games Ltd., 42 Wellington Road, Wallasey, Merseyside, L45 2NG. Please make cheque payable to Maelstrom Games Ltd.

Please send me one DARK SCEPTRE Play-By-Mail Package.

I enclose a cheque/postal order for £14.95.

Please debit my Access/Visa Account No. _____ for £14.95

NAME _____

ADDRESS _____

You are playing in a vast contest. All over the country hundreds of others strive like you to seize the Dark Sceptre. On microdrive cartridge you send us your commands and we return to you the latest news of your warriors — one episode in your struggle to power.

Each episode keeps you thinking for days, maybe weeks, as you scheme and plot against a legion of enemies. Your opponents aren't just dumb subroutines — they're real living, breathing people — and most of them are after your blood!

An episode of Dark Sceptre is like a game in itself. Using our unique foresight-hindsight system, you watch action replays of events past, and then simulate the futures at your fingertips in "preplays" of events to come — all with stunning animation.

There are no deadlines but your own eagerness. You start a new episode, give fresh commands to your warriors. You rush to the door as the letter-box rattles a few days later. What's the news from the Western Isles? Have you won famous victories or have your warriors met their doom? You break open the seal...

All you need to play is access to a Spectrum microdrive (you don't have to own one). All you need to win are lashings of flair, nerve and audacity. The Dark Sceptre Play-By-Mail package includes:-

- * Master Cartridge
- * Episode Cartridge
- * Play-By-Mail Program
- * Solo Game Program
- * Start-up Position
- * Instructions Booklet
- * Coupon for 3 Free Episodes

The whole package is £14.95 and each extra episode you play costs just £1.50 (1st class postage included).



The program this month about which everyone seems to be writing is:

Heavy on the Magick

- ◆ The wizards over at Gargoyle have brought adventuring to a new height of excellence with their saga of the wanderings of Axil the Able. From the crop of letters coming in it seems that many of you questers have joined the aspiring warlock in the depths of Collodon's Pile. Susan Kay of Driffield and Mark Ives of London both write to ask how to enter Wolfdorf. The comprehensive advice given by Anthony Stowe should answer this and many other questions:

- ◆ "First pick up the Grimoire — this is the book on the right side of the table in the start screen. Beware — the other book is deadly. The Grimoire gives you three spells, the most important being Blast. On your travels you'll find tables with keys. Match the signs in the key rooms with the signs besides doors to find the right key — simply put the key on the tables by the doors to open them.

- ◆ "Invoking demons is a very risky business. You first have to increase your grade. To do this travel to the Skull Door. Say 'Door, silence' and it will open. Your grade is now Zelator. With this grade you can invoke Belezbar and talk to him with some safety. Belezbar will tell you the true nature of an object. Astarot can take you to places you name as long as you have a talisman and know the place name of where you want to go.

- ◆ "Magot will tell you the whereabouts of an object but Asmodee is best left alone until you are of a higher grade.



GORDO'S HELPLINE

"If you find an impassable waterfall then say 'Water, fall'. Once past here you should find a Hydra which, with any luck, you can talk to and get a word or two out of. At Wolfdorf say 'wolf' to open the door — be careful here because the werewolf doesn't take kindly to any trespassers."

Most of you who've played this game will know that Apex can provide valuable information about many objects and problems. To call him or almost any other creature you'll need to find the *Call* spell. Douglas Glynn of Edinburgh tells you how:

"From the start screen go east, north three times into Trollwynd and then east

again. Blast the troll in this room and then head south-east twice. The scroll you come across is the *Call* spell. If you find a door with a toll sign beside it — two circles inside the square — then put a bag of gold on the table. The gold is easily found by going east twice from the start screen." Ricky Dumbrell of Worthing offers some advice on the use of objects and on the troublesome business of invocation of demons:

"Having a magickal time here in Graumerphy's dungeons. Good old Apex the Ogre has passed on a few hints to me. The use of objects is vital. To overcome the Medusa in the Pit you should use the mirror, which is also found in the pit. Use a salamander clasp — found in Trollwynd — to get past the fire in the Sothic Complex but don't pick up the jar in the chest beside the flames. It is hemlock, alas.

"A sword, found north-west of the door to Wolfdorf, can be used to invoke

Astarot safely. Remember to drop the sword first and then *Invoke*. Astarot will transport you round the dungeon. Use the mantle to *Invoke* Belezbar — I think you'll think this in the pit."

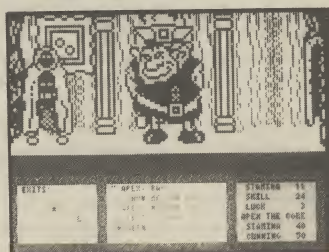
Enough Heaviness. On to

Sorderon's Shadow.

- ◆ Addressing me as 'O Fat One' and wisely calling himself the Un-named One, a Norwegian adventurer from Molde provides some starting-up tips for **Sorderon's Shadow**.

- ◆ "The Eternal Flame can be found at the first location. Take it and give it to Tigorath if you meet him — in return he will find the Harp of Solace. After taking the flame go north four times to a cave in Balomir. Take the urn that lies here and read its inscription. Then say 'Elin Balor' which will take you to the Hall of Balinor. Lonar will command you to kill a Krillan. Leave the house and seek out the Krillan that strikes around alone — you can't kill Krillans when they stick together in large hordes. When the Krillan is dead travel to the Tower of Supral and look for the Horseshoe of Sephyr. Once you've found it go to the Ring of Supral and wait for midnight. The Eye of Togar will now be revealed and you must return to the Hall of Balinor with it. Give the horseshoe to Tannor who will then take you to a place near the Home of Nolidor. Look for the prism here — with it you can go through the marshes and will also cause Hydral to appear if you need him."

- ◆ If you know how to unseal the tomb in Guaval or know where the runes in the Cave of Triton are drop a line to
- ◆ The Un-named One at A. Lethsgt. 24,6400 Molde, Norway.





GORDO'S HELPLINE Subsunk,

- ◆ the excellent and cheap adventure from Firebird, still draws its share of anguished correspondents. First this month is a letter of complaint from Sanjay Sen of Chesterfield: "In the summer of 1985 I bought **Subsunk** at the Chesterfield branch of Martins for £2.50 but at a recent visit to the shop I see it's now risen to £7.95.

- ◆ The first thing to do in a situation like this is to ask the shop staff if they've made a mistake with the price tickets. If you're still told the game is selling at the high price politely point out the problem to the manager. If that doesn't work you should get in touch with Firebird themselves.

- ◆ Now to problems — my thanks to Martin Coleman and a number of other persistent strugglers for complete solutions to the game. Richard Greenwood of the Wirral asks how he can get the aerial and the cable into the torpedo tube. After connecting the aerial, cable and transmitter, you must first 7, 1, 14 into the teleprinter. Now take the aerial to the torpedo room and 16 the tube with 10. Then 7, 1, 5 and fire it. You can then go to the telex room to finish.

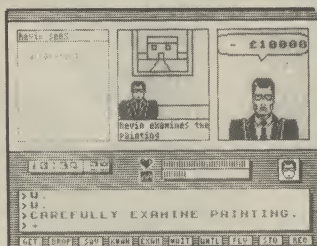
- ◆ D Kevlin, also from the Wirral, wants to know where the acid is that he's heard so much about. This ties in with his other question of how to open the hatch. The hatch is

stuck down with rust and you will need strong acid to shift the encrustation. This can be obtained by going to the 8, 15. Once there, 6, 1, 8. By spilling out what it contains you should be able to loosen the hatch.

So far, little information has come my way on

Redhawk,

- ◆ the new game from Melbourne House, but Steven Hodson of Wednesfield has written in with some hints:
- ◆ "Try arresting the mugger in the park and taking him to the police station. The policeman there will then give you a radio so you can find out what crimes are being committed and where.
- ◆ Go to the offices, read the sign and you'll get a job from the editor. Ask him for



- ◆ a film — take photos with this to raise some money. If you get arrested it's a good idea to turn into another character — eg if you're Red Hawk and get arrested, turn into Kevin Oliver to go free."

- ◆ Steven also claims to have finished **Terrormolinos**. If you need help write to him at 81, Silverton Way, Wednesfield Wolverhampton WV11 3LA — prepaid of course.

Information Exchange.

- ◆ Two dedicated female adventurers have begun a new adventure fanzine called **Adventure Probe**. They'll feature hints and tips, serialised solutions and penpal contacts. Write for details to Pat Winstanley and Sandra Sharkey at **Adventure Probe**, 13 Hollington Way, Wigan, WN3 6LS

- ◆ Richard Johnston of 3, Ballyhannon Heights, Portadown, Co Armagh BT63 5PS will provide solutions to **Tir Na Nog**, **Dun Darach**, **Marsport** and **Lord of the Rings**. He asks for £1 per solution with an SAE as well. If you send money, remember you do so at your own risk

- ◆ Dales Pearce, 276 Harrogate Road, Leeds will provide solutions to **The Hobbit**, **Urban Upstart**, **The Inferno** and **Artic's** first four adventures. He'd like 50p to cover postage and photocopying

Quick Tips

- ◆ A Cunningham of Tunbridge Wells has got a shell, bottle piece of steel, vine and map in **Mindshadow** but can't go further. Try looking in the rubble in the cave — a stone will provide the means to light a fire to call help
- ◆ A R Millward of Stockport can't catch the taxi in **Terrormolinos**, despite having collected everything 'he can find in the house and gathering the family together in time. Taxi drivers don't like stepladders in their cars — try dropping them
- ◆ Paul Smith keeps being killed by the C5-riding Nazal in **Bored of the Rings**. The rifle from Morona will destroy C5 plastic and rid you of the problem
- ◆ In the same game, John Huett of Plaistow wants to know how to get Spam, Pimpily and Murky to join Fordo. Don't worry, they do this automatically and will trail around after you for the entire game

Sorcerer of Claymorgue Castle,

- ◆ an epic of wizardry from Adventure International, has been around a while now. If anything, its popularity is growing, as the scrollbags for the past few months have had a fair number of requests for help. This month is no exception. Alex Piggott berates me for giving advice in previous issues about the towel: "What were you talking about? You say to ring out the soggy towel — well, where is it? I can't find it!" This ties in with another letter from Hamilton, the Midlands Phynodderree from Stone in Staffordshire (Antiquarian's Note: The Phynodderree is a Manx hobgoblin combining the properties of the Scandinavian troll and the Irish leprechaun). Says our Phyn: "Whilst the assistance rendered by you, o fount of all wisdom, may help the uninitiated traveller in his wandering around the castle itself, I am in trouble with the moat and have failed totally to reach its murky depths. What do I do?"

- ◆ There are a number of problems associated with the moat. To enter the castle first **Go moat** then 9, 13. You can thus swim down, 6, 1, 3 — satisfied Alex? — swim down again, 17, 19 and go up. There is also a star at the bottom of the moat. To get this prize — one of the thirteen you need to collect to win the game — you must swim down until you are at the bottom. 4, 24 the bottom and then cast the 25, 11. This enchantment won't last for ever so make sure you take the shortest route from the bottom to the grotto.

- ◆ Paul Bradnock of Stechford has problems in the forest and clearly has some difficulty in moving around in it. The forest has a few uses. You can find a star there by casting a 12, 11 at a

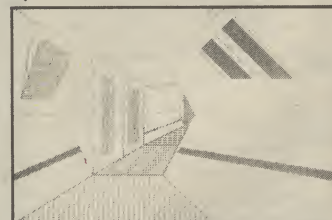
tree. 4, 24, 18 to find the star. It can also be used as a place to store stars — go into the forest when you have a fair number taking firefly, yoho and permeability spells with you, Cast two of these and you'll have a place to store stars. You can escape with the yoho spell.

Seabase Delta

- ◆ is the follow-up to **Subsunk** and already it's attracting its share of lost souls, one of whom is V Sathiyamoorthy of Wallington Surrey.

- ◆ "How do you go up more than one level in Lift Number One — I'm sure it's to do with the bubble gum. And how do you go up at all in Lift Number Two? Please also tell me how to hook up the air bottle to the diving suit." For the answers I'm indebted to Robert Jones of Clifton Grove Nottingham.

- ◆ First, Lift One. Yes, the bubble gum has a lot to do



- ◆ with it. Go to the deep freeze compartment, get the gum and 20, 2. At Lift One you can then 23, 21 and use the lift as normal. Lift Two is more problematic than this and you'll need a large key to open the floor panel in it. To get this key you must find the pair of flippers and go to a fairly slippery spot. The diving suit can be made serviceable by getting the air bottle from the gas bottle store and 26, 1, 22 ■

Key to clues

1: THE 2: IT 3: TOWEL 4: LOOK 5: AERIAL 6: TAKE 7: INSERT 8: BATTERY 9: HOLD 10: BUTTER 11: SPELL 12: FIRE 13: BREATH 14: TAPE 15: COMPARTMENT 16: SPREAD 17: SWIM 18: ASHES 19: EAST 20: CHEW 21: BUTTON 22: HOSE 23: STICK 24: AT 25: BLISS 26: ATTACHING

Battling with the Dark Lord himself or still stuck in the first location? Gordo Greatbelly can help. If you have problems, solutions, maps or anything interesting send a scroll to Gordo adventures you are playing send a scroll to Gordo Greatbelly, Adventure Helpline, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

MIDLAND COMPUTER LIBRARY

do you
use
Software
?

now you can
hire it before you
buy it!

- OVER 8000 different titles available for hire for the SPECTRUM, COMMODORE, ELECTRON, BBC, AMSTRAD, ATARI, and MSX computers.
- ARCADE, ADVENTURE, EDUCATIONAL and BUSINESS software too.
- HIRE PRICES from only 75p INC. P&P.
- 20% DISCOUNT off all software purchases.
- LIFE MEMBERSHIP £6.00. Hire your first title FOC.
- FREE CATALOGUE.
- FREE HINTS AND TIPS.
- FAST RETURN OF POST SERVICE (if reserves are given).
- ALL GAMES manufactured ORIGINALS with full documentation.
- OVER 25,000 satisfied members.
- EUROPEAN members welcome.
- UP TO 65% OFF software, regular sales lists sent to all members.
- Full computerised system keeps track of your order. We pride ourselves in being the most professional Hire Library in the United Kingdom, with staff of 14 who knows what the word service means. Backed by our own software company and programmers.

MIDLAND COMPUTER LIBRARY

28 College Street, Worcester WR1 2LS Tel: 0905-611072
Send now for free
catalogue stating which
computer.



NAME _____
ADDRESS _____
SU _____

47660 INSC E

47660 INSC E

TOP URGENT RRR TOP URGENT RRR

TO: ALL BRITISH SOFTWARE HOUSES
FRM: INDESCOMP, S.A. (SPAIN)

LAUNCHING OCTOBER NEXT IN SPAIN
WHOLE LINE OF SINCLAIR PRODUCTS
MAUFACTURED BY AMSTRAD CONSUMER
ELECTRONICS PLC.

URGENT NEED TO INVIGORATE N BOOST
ALL EXISTENT U.K. SOFTWARE TO
SUPPORT FORTHCOMING SPECTRUM
SINCLAIR MACHINE.

IF INTERESTED, PLS CONTACT
INDESCOMP SPAIN BEFORE 30-08- 86
AT:

AVDA. MEDITERRANEO, 9
28007 MADRID
SPAIN
TEL.: 433 44 58
TLX.: 47660 INSC E
FAX.: 433 24 50

BEST REGARDS,
SOFTWARE DEPARTMENT

60 SPECTRUM GAMES

THIS IS NO JOKE

We really are selling 60 of the highest quality games all in a twin cassette pack and all for only £8.95. Do not be fooled by the low price, because all 60 Spectrum games are of a truly high quality.

THE GAMES INCLUDE:

Banger	Startrek	Tekra
Ians Night Out	Bomber	Truck Race
Alderon	Crossbow	Quest
Lunar Lander	Shares	Pontoon
Grid 2	Pool	Shark Attack
Sid	Astro Scramble	Submarine Patrol
Dan the Devil	Defenda	Combat
Asteroid Belt	Commander	Penalty
Whist	Centipede	Space Escape

AND MANY, MANY MORE!!!

- ★ Many of our 60 GAMES are written in machine code, which means that the games are very fast indeed.
- ★ Many arcade games are joystick compatible.
- ★ Some of the games were previously sold for £7.95 each!
- ★ All games can be transferred to microdrive using a microdrive transfer utility.
- ★ 60 GAMES is compatible with the 48K Spectrum, Spectrum+ and Spectrum 128 micros.
- ★ We will despatch your order within 48 hours.
- ★ 60 GAMES is actually available NOW!!

PROBABLY THE ONLY GAMES TAPE YOU WILL EVER NEED

60 Spectrum games is supplied as a twin cassette package at only £8.95 (inc VAT). (Europe add £2, outside Europe add £3.50.)

Make Cheques/POs payable to 'MAGNUM COMPUTING'. Send to:

MAGNUM COMPUTING

PO Box 228, Harpenden, Herts AL5 1LQ
Enquiries on (05827) 69152

Dealer enquiries welcome



LOCK YOUR SIGHTS ON THE BEST
COMPUTER GAMES MAG
IN THE GALAXY

COMPUTER & VIDEO GAMES ON
SALE 15th OF EVERY MONTH.



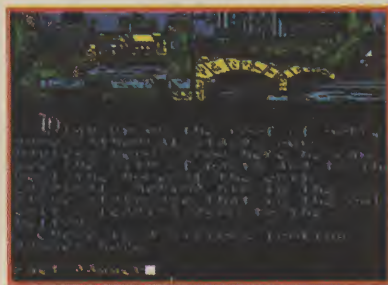
HUNCHBACK THE ADVENTURE

It's not much fun, being a hunchback in medieval Paris. Especially when dastardly Cardinals keep on kidnapping your girlfriend.

Hunchback — The Adventure is the third game from Ocean to feature the exploits of Quasimodo. If you managed to jump, duck and weave enough in the last two arcade efforts, you might be forgiven for thinking that rescuing Esmeralda was going to be simply a matter of joystick control and superb timing. You'd be wrong. This is a proper text and graphics adventure.

It isn't small either. Over 100K of code and data. That massive programming feat is divided into three separate parts, each of which needs a *Load* to itself.

Part 1 finds you, as Quasimodo, desperately lurching your way through the gothic surroundings of the



cathedral of Notre Dame, trying to avoid the guards the Cardinal has out hunting for you.

Part 2, which you can't get to until you've finished Part 1, involves a little trip through the underworld — under Paris — to the Cardinal's mansion. And in Part 3 you have to beat the Cardinal, rescue Esmeralda, and escape.

As I have yet to finish Part 1, I can't give you any first hand information on what the other two parts entail, but I'll tell you what I have managed to do.

The top third or so of the screen is a graphics window which shows you, at first, a general view of the location you are presently in.

Superimposed on the right-hand side of the graphics window, you will see the various objects you are carrying.

The effect looks a bit like an advent calendar with only a few windows opened, and a rather odd choice of icons behind. There is space for up to six objects in this area of the graphics window. This is all you can carry.

On the left-hand side of the graphics, you get an event



window. When something interesting happens, like an evil guard attacks you, you get an appropriate picture. For example, if you get into a fight with a guard, you see a little strip cartoon fight, all flailing arms and legs, and suitable 'sound effect' words like Biff, Bop and Bite.

The graphics are unexpectedly effective and quite unusual to look at.

Below the graphics window, you have the text. Orders are of the by now familiar two-word verb/noun sort, or you can shorten to n, s, nw etc for movement.

On the whole the location descriptions are pretty good, and are supplemented by the graphics. There is also a considerable amount of humour.

The Spectrum's character set has been redesigned for the game, and is suitably Gothic. Unfortunately, while it looks great, it is sometimes very difficult to read.

So far I have mapped about 30 locations, although I've been to at least another half dozen. I've made my way from 'Chez Quasimodo', down through the belfry (taking in a side trip on the roof where I found a sharp object), wandered round the catwalks spanning the roof of the Cathedral, then down the main staircase to the high altar. I've rolled in the aisles, peeked in the choir stalls, visited two chapels and unearthed the Bishop in his library.

I've also killed innumerable guards — the first with the dagger I found on the roof, the rest with the short sword I took off the body. With a dagger you have to get in two good blows before guards drop, but with the sword you only need one. It can get a bit dull, squaring off against the fifth guard. While I've been wounded countless times (well, at least six) I don't seem to have fallen over yet.

I haven't been able to find that many problems yet — at least, none of the classic locked door, monster that won't let you pass, falling portcullis type. I can't help feeling that I must be missing something obvious. The thing that's really taxing my

brain right at the moment is how to kill the Bishop — nothing seems to touch him!

I've found enough books to stock a small library (and don't drop them around the Bishop —

FACTS BOX

Over 100K of adventure with interesting graphics let down by unsatisfying gameplay. Still great value

★ ★ ★ ★ ★

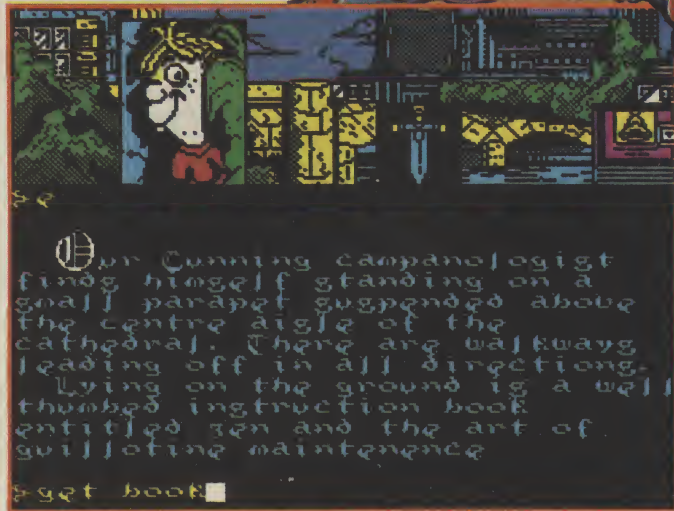
Label: HUNCHBACK THE ADVENTURE

Price: £7.95

Memory: 48K/128K

Reviewer: Gam

The graphics are very unusual ● Though sometimes difficult to figure out ● The redefined character set give the program a strong gothic feel



he'll put them on the shelves and you'll never find them again), including a bible, a book on bellringing for the deaf, a black magic treatise and a cook-book. None of them have proved to be any use to me, as every time I try to read them I'm told I'm not smart enough! I've also nicked a crucifix, a candle, a lantern and a net and I haven't been able to work out what the heck to do with them either.

The problem with **Hunchback — the Adventure** is that there doesn't seem to be enough to do. I suspect that I should be using the book on black magic to raise a demon, which at some point I'll probably have to get rid of using the old exorcism routine of bell, book and candle. I'm also pretty certain that the way out of Part 1 is via the crypt and into the catacombs, but I haven't been able to find any

MASTER OF MAGIC

Mastertronic has produced some excellent games and **Master of Magic** could well turn out to be another winner.

It's an adventure, but one with a difference. Firstly, to set the scene: you, an unfortunate explorer of underground caverns, have negligently strayed too close to a 'deep black pool'. A hand has dragged you under the water, and you have found yourself trapped in a land of mystery by Thelric, the Master of Magic. Only he can return you to your world, and before he does you must find the lost Amulet of Immortality for him.

Once loaded and past the introductory pages, the screen is divided into four areas. The top half contains two windows: on the right is a scroll, which is used for descriptions of events — usually fights. On the left, you have a very small map of the immediate area you are in. This is a floor plan showing you what you can see — quite literally. You get a torchlight line-of-sight effect, which means that, standing by a door you can see down a corridor and part of a room; move into the room and you can see more, but you may not be able to see the corridor any more.

You, by the way, are represented by a white pixel on the purple map background. Monsters are also represented in white, but usually you can tell which is which by the shape of the character — a bat is vaguely bat-shaped, etc.

You control your movement either by joystick or by keyboard, and your little white pixel reacts accordingly.

Below the map and the scroll is another window, about four or five lines deep. When you want to do something other than movement — cast spells, pick something up, attack something etc — you call up a menu of options and cycle

through them. Below that window is yet another — the final window: this time a sort of display which give you 'close ups' of whatever else is in your immediate vicinity — skeletons, hellhounds, bats, vampires, etc.

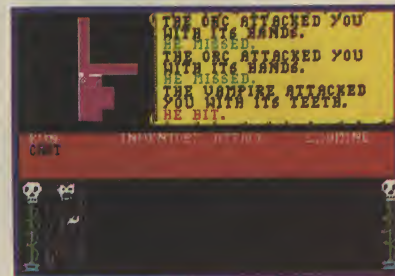
How about the game itself? I have to admit I was pleasantly surprised. It's really quite fine. It is very easy to get involved in the adventure and you tend to forget that you're actually controlling the destiny of a little white pixel and not some brawny Conan-type adventurer.

Pretty soon, you're really into hacking down evil bats and slaughtering slaving

ADVENTURE



REVIEW



hellhounds. OK, so maybe it's not so much fun having the life drained out of you by the vampire, but I'm sure I'll work out how to get the better of it at some point.

And, so far, I've no complaints about programming, either. My only slight discontent is the map — I'd have liked it to have been bigger.

In some ways, **Master of Magic** reminds me very strongly of a program I saw about 18 months ago — I can't remember the name of it, but it involved a very similar use of line-of-sight on a map much like the one in this game, except that a lot of the action took place outdoors.

Master of Magic, however, is a far better game ■

FACTS BOX

Another budget winner from Mastertronic. The adventure is quick, clean, and pretty challenging

MASTER OF MAGIC

Label: MAD

Price: £2.99

Memory: 48K/128K

Reviewer: *Gary Cook*



steps down yet.

One difficulty with the game, incidentally, is that it doesn't always tell you about all the exits available from a location. In the library, for example, you aren't told any exits yet you can go north and east. Nor is this the only time this happens. If it's deliberate, then it's laziness — a good adventure writer creates problems according to the rules, not by cheating on what he tells the player.

What I have seen is a fairly decent introductory adventure, and I'm sure that those people who buy it on the strength of the first two **Hunchback** arcade games, and who haven't played adventure games before, will enjoy it.

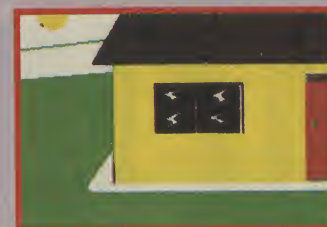
For the hardened adventurer, the other two parts are going to have to be a lot better. Not that I didn't enjoy it — the graphics, with their comicbook feel, hold your interest and there's plenty to explore ■

JOURNEY TO THE CENTRE OF EDDIE SMITH'S HEAD

Journey to the Centre of Eddie Smith's Head is the first adventure I've seen from Players, Interceptor's budget label. I'm sorry to say that future releases are going to have to be rather better than this.

The plot of **Eddie Smith** is fairly simple. To cut a short story even shorter, Eddie Smith, nuclear scientist, has gone bonkers after hitting his head

on an atomic bomb big enough to destroy planet Earth and now intends to use it to do just that.



You have to search the laboratories and city where Eddie worked to find a way to defuse the bomb and save humanity.

Standard verb/noun input, usual format descriptions, usual style locations, some old objects and graphics.

The program is not particularly clever either when it comes to interpreting commands. True to some

SINCLAIR USER ENTERS THE PROTECTION

with a subscription offer you can't refuse

Nobody's gonna give your copies of Sinclair User a tough time. Not when you get a sturdy FREE binder with every subscription. Big enough to take 12 issues and strong enough to keep thieving hands away.

Every month Sinclair User is packed full of game reviews, letters, hints and tips, hardware reviews, competitions and everything else you want to know about Sinclair Computing. Simply fill in the form below, and we will deliver direct to your door 12 pristine copies of Sinclair User, and your FREE binder.

I enclose a cheque/postal order for

Tick box

U.K. £15 ☐

European £28 ☐

(Surface) Rest of world £35 ☐

(Airmail) Rest of world £60 ☐

Please debit my Access/Visa Account

Amount £ _____ Number _____

Expiry date _____ Signed _____

Name _____

Address _____

Post code _____

Make cheques payable to Sinclair User. Allow 28 days for binder delivery. Return to: Carl Dunne, Sinclair User Subs, Mag Services, EMAP, 30-32 Farringdon Lane, London EC1R 3AU.



RACKET

extent of just about every adventure, but this one seems to be more obtuse than is really necessary. For example, right at the beginning of the game, if you do an inventory you'll find you have a 50p piece and a 10p piece, in addition to a magic ring. When you managed to reach the toilets, you'll find a locked stall. "Ah ha!", you cry, "I must spend a penny!" — or rather 10 pee, because that's all the program will accept: neither 10p nor 10 pence will do, it has to be pee. Funny joke.

Again, when you've found the gun which is hidden in the toilet, you don't seem to be able to actually shoot anyone with it. Eddie, who turns up right at the beginning of the adventure, just stands there and lets you try. Obviously, he knows more than you do, and the program won't let you. It was only later that I thought of typing in *Pull Trigger* but by that time I'd lost the gun and any inclination to go back and find it.

FACTS BOX

A derivative and dull adventure. Knock it on the head, Eddie — even as a budget release

JOURNEY TO THE CENTRE OF EDDIE SMITH'S HEAD

Label: Players
Price: £2.99
Memory: 48K/128K

Reviewer: *Gam Look*



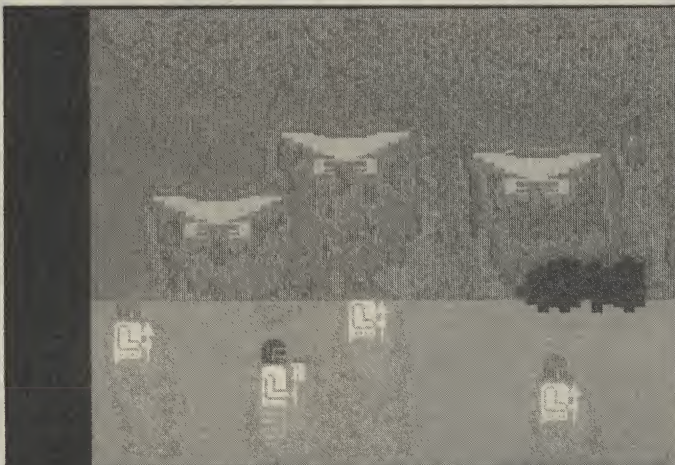
Eddie, by the way, seems singularly innocuous. He'll let you search his laboratory without any complaints. The little old man past the coffee machine is another matter entirely — just try and touch his invention and he'll tear you apart, necessitating a restart.

By the way, the coffee may be the answer to a rather nagging little problem you will face — thirst.

That's basically it. Unoriginal, unexciting and not very challenging. At £2.99 it's OK if you're an adventure buff with a rainy day to fill and nothing else in the cupboard, and it might make a reasonable first adventure, but there are far better budget adventures around ■

```
you are in the garden shed.
you can see the laboratories
from here.
Eddie says ...
I can also see:-
A DRILL
A SPARE
you're thirsty.
I await your command.
GET DRILL
OK.
you're thirsty.
I'm ready for your instructions.
GET SPARE
OK.
you're thirsty.
I'm ready for your instructions.
```

MANDRAGORE



NICK ATTACKS GIANT-WASP WITH

Mandragore is a French game, which has necessitated translation of a rather different sort than is usual in computer programs. Unfortunately, it might have been better had it been left in the obscurity of a foreign language.

It's not that the game is bad, it's just that it's dull and old fashioned — it may well be a couple of years old, for all I know. **Mandragore** is a computerised role-playing game in which you control the destiny of a party of four adventurers.

First choose your team. For each character you are given 80 points to divide between Constitution, Strength, Intelligence, Wisdom, Dexterity and Appearance. Anyone who has played **Dungeons and Dragons** may recognise something here.

Then you choose race: dwarf, elf, mi-orc, hobbit and human. As far as I can see, what race you choose has little effect on the game.

Next you have to decide on an occupation for each of the four characters you are creating. Options are warrior, ranger, wizard, cleric, thief and minstrel.

Finally you have to decide on sex (an easy choice — male or female) and name. Sex is important because in certain situations you get pictures of your characters: female ones have bulges and head scarves — even the dwarves.

If you don't want to go through the rigmarole of creating new characters the first time you play, you can use a preset team, led by a female human called Syrella. There is also a short story accompanying the game detailing Syrella's attempts to recruit some adventurers to help her find her father's lost temple with the magic flame located on a volcano...

Once you have your team, you enter the land of Mandragore. There are two

modes to the game: one when you are journeying around the countryside, the other when you enter villages or chateaux. In map mode, you move square by square: terrain features include plains, forests, hills, swamps, sea and mountains. You move about by typing in the direction you wish to travel: n,s,e,w. Every so often, you get a random encounter with some sort of monster. You can run away, but there are penalties; otherwise, you have to fight.

On meeting a monster, you get a really rather dreadful graphics sequence which depicts the members of your party (head scarves and all) and the monsters as a series of blocks. If one of your party attacks the enemy, the appropriate graphic zips across the screen and then back again. All very terrible. What's more, if one of your people has part of his/her body the same colour as the background, they both disappear.

If you land on a square containing a village or a chateau symbol, you can enter it. In village or chateau mode you have the awful graphics all the time. Instead of moving square by square, you change screens, each one being a room or corridor. While the village information is contained in the

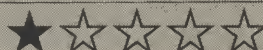
FACTS BOX

Don't bother. Computer role-playing games need speed to work well — Mandragore is just a drag

MANDRAGORE

Label: Infogram
Author: In house
Price: £9.95
Memory: 48K/128K

Reviewer: *Gam Look*



ADVENTURE



REVIEW

main program, if you want to enter a chateau — there are 10 — you have to find the right place on the chateaux tape and load it in. Very tedious.

When in villages or chateaux there are a wide variety of instructions you can give your characters. To give you a very quick idea of the way it works: hit 1-4 to choose a character who is going to do something; type in two letters for a particular action; type a,b,c or d to choose an object or monster you want to do something to. So 1 ata will be translated by the program as "Syrella attacks the wyvern". In that case it will then add "with:" you hit 1 to 4 again to choose one of the four objects Syrella is carrying.

While the list of possible actions is comprehensive, the whole business is very repetitive and I really couldn't be that bothered. It's also very difficult to actually get anywhere at the start if you create your own team. Each of your characters has 50 gold pieces, for a total of 200 gold and that's hardly enough to buy one little dagger. A bow costs 220 pieces! Maybe you're meant to bargain. I tried stealing everything — it worked fine with the thief in the pregenerated team who was able to nick everything in sight that wasn't nailed down, but when I tried with the thief I'd created he was instantly caught and fined all his money.

If you can't get hold of any weapons you're going to be in deep trouble in the wilderness, as you'll have to use your bare hands or magic. You can kill things by punching them, but it takes an awful long time and your characters are going to get hurt in the process. Magic works well, but after a certain number of magical attacks, your magician blows out, rather like a light bulb, and is dead.

Death is not a pleasant thing: it basically means you are without that character, and as far as I can work out from the game and the instructions, you cannot recruit new characters to fill the gap.

I can't see this being any sort of success, it's just too old-fashioned. It's also too slow. I certainly can't get excited over spending ages killing something that looks like an evil jellyfish but which the program assures me is an owlbear ■

WORK-OUT



REVIEW

OLIVER'S MUSIC BOX

When reviewing any music product for the Spectrum, no matter how clever it is, it's always difficult to resist the feeling that the whole business is a pretty pointless exercise.

Pointless anyway if you are seriously interested in music. One monophonic line of melody, one completely characterless *Beep* sound — what less could you ask for?

Oliver's Music Box allows you to enter musical notes from the Qwerty keyboard, see them displayed in a fair copy of conventional music notation, and play the music back in different keys and pitches.

Music Box has some nice features. The main thing is it looks good. It has probably the most accurate visual

representation of sheet music I've seen in a Spectrum music program. The crotchets, quavers and minims, along with sharp, flat and other annotations, look right — maybe you could even print this stuff out and play it. There are problems, however.

Music Box falls down in its editing facilities. The first irritation is in entering the music — you must select not only note duration, key and sign but also octave. This can take quite a while and reinforces my belief that relying on pure keyboard entry (rather than say, some sort of joystick controlled on-screen system where you 'place' notes on the screen leger lines) is a mistake.

If the above is (maybe) a matter of taste, the correcting, deleting and inserting facilities surely are not. In order to delete a note you have to hear all the notes from the beginning, deleting a whole bar of notes therefore involves hearing the tune from the beginning to that point for every note in the bar.

The best that can be said of **Oliver's Music Box** is that it works, is slicker than the majority of similar offerings and has as wide a range of features as you need worry about given the hardware capabilities.

I should add, however, that the general fiddliness of actually using the package might put you off completely.

A 128 version is expected and that could well be a different ballgame entirely ■

FACTS BOX

Looks good with some sophisticated features. Spoilt by over-fussy input and correction procedures

OLIVER'S MUSIC BOX
Label: Cosmic Pop
Author: Malcolm Shykes
Price: £5.95
Memory: 48/128K

Reviewer: *Graham Taylor*



ESPERANTO

Esperanto, if you don't know already, is a language. Not a computer language but a spoken one — intended to replace English as the world's tongue.

If the idea of learning it interests you Lez Peranto has

brought out a micro training course to teach it.

It comes as three tapes — **Espotext**, **Espogram**, and **Espoword** — ten worksheets and an audio tape. A complete course in Esperanto.

Together with the worksheets, **Espotext** forms the main teaching unit on the structures and vocabulary of the language. The presentation is reminiscent of some of the early educational programs.

FACTS BOX

Not terrific but certainly the only way to use your micro to explore this curious linguistic blind alley

ESPERANTO

Label: Lez Peranto
74 Devonshire Way, Shirely,
Croydon
Memory: 48/128K

Reviewer: *MW Wright*



Espogram is designed to give practice at the grammar of Esperanto. One of fifty short sentences is displayed with two bits missing. The object is to insert the missing bit by selecting it from the twenty possibilities at the top of the page. A short explanation of the answer is given on screen. Unfortunately the first answer is wiped from view far too quickly, especially if a mistake is made.

Three ways of testing vocabulary are provided by **Espoword**. They are multiple choice tests of English/Esperanto and Esperanto/English by selecting one word from nine to translate the given word. The third test offers two list words and the one matching word has to be picked from both lists.

Both **Espogram** and **Espoword** can be used simply to show the correct answer to the problems but are best used as tests.

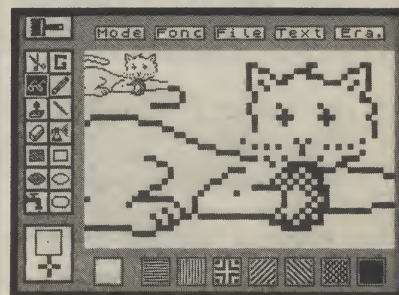
Not a terrifically well programmed program but very interesting for all that.

If you want to know more about Esperanto this package must surely be the only way your Spectrum can be of help ■

LORIGRAPH

Lorigraph is a curiosity. A graphics package which has many of the features of **Art Studio** but no colour. It sounds absurd, but it isn't.

Where **Art Studio** was a general package, **Lorigraph** is specifically concerned with technical designs and geometric shapes. Whilst there are various types of shading effect available, there is no colour option. Joystick and icons control the program. On the left-hand side of the screen are a series of boxes representing the main options for drawing style — pen, airbrush or shape based. Along



the bottom are a number of fill designs, and along the top are more general functions.

There are a variety of pen options giving various forms of thin, thick and intermittent lines or a spray can option for more general effects.

More sophisticated features include magnify and the usual cut and paste options. More unusual are some set geometric shapes which **Lorigraph** handles in an unusual way. They are treated as though they are objects in 3D space and, by setting the drawing point and moving the joystick, you can 'spin' them around an imaginary middle axis, thus it is easy to draw an ellipse 'edge on'.

Art Studio is more powerful but **Lorigraph** is well designed, easy to use and for those whose graphics tasks tend to be more technical than artistic, it could be the right choice.

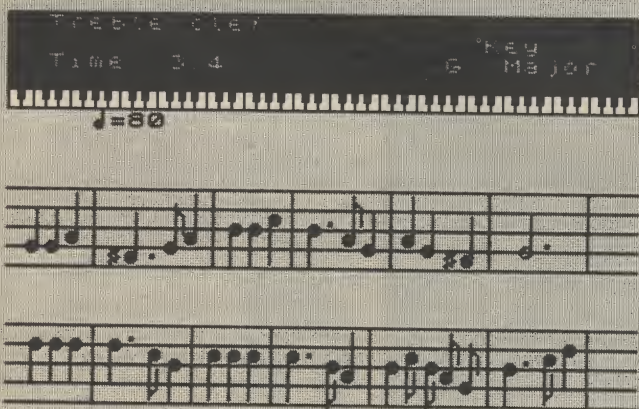
FACTS BOX

Unusual graphics program with many good points. Best for technical rather than artistic work

LORIGRAPH

Label: Loriciels
Author: Dr R
Arrandmado
Memory: 48/128K
Joystick: Various

Reviewer: *Graham Taylor*



BASICALLY SPEAKING

Are you the well-read, technical type with an O-level in Maths and not overawed by computers? If you are you will probably not be interested in **Basically Speaking**, a new elementary course in Basic programming from Computer Publications.

The course is both cassette

and book, the cassette containing 13 programs. The first of these includes some machine code and is intended to show off the Spectrum's capabilities. The others are written in Basic and are tied in with the exercises in the book.

Two different versions are available to cater for the differences between the Spectrum Plus and the original 16/48K version.

Each chapter introduces new concepts starting from getting familiar with the keyboard through to arrays and is designed to take about an hour to work through. The chapters are short and each ends with a summary highlighting the concepts introduced and a set of exercises to reinforce them.

The programs used are intended to be practical, checking bank balances, and the like and they are all kept as short as possible.

I particularly like the way the material is structured and avoids big leaps. One big leap commonly taken is the jump

Here's a little quiz to see how you're getting on. Each question is followed by 3 possible answers and you have to press number key 1, 2 or 3 as appropriate. For example, if the question was

The DELETE key

1 needs SYMBOL SHIFT to operate it

2 is the same as key 9

3 erases characters on the screen

the correct answer would be 3 so you would type

3

PRESS ANY KEY TO CONTINUE

from the *Print At* command to drawing graphics using *Plot* and *PDRAW*. **Basically Speaking** avoids this problem by missing out these commands. Although *Ink* and *Paper* colours are explained they are left until the latter stages. Also missing is the use of the more advanced mathematical functions.

The book is written in what is intended as a lively lighthearted conversational style. There is a very fine line between achieving this and being condescending. Personally I found that it strayed too often into the latter.

The course gives a very good starting point for learning Basic programming. However it really is very basic, you may find you soon need to move on to a more advanced course ■

FACTS BOX

A very basic tutorial package. Well thought out and presented though

BASICALLY SPEAKING

Label: Computer Publication, 5 Western Drive, Shepperton, Middx
Price: £9.95

Reviewer:

Mike Knight



ZX BIG SHOT

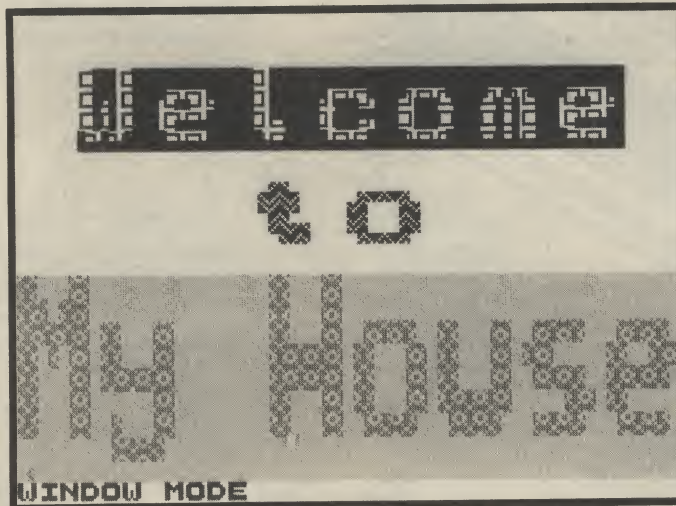
Do you still have one of those dinky ZX printers or, perhaps, a chunky Alphacom 32? Do you wanna print posters using that shiny silver paper? I thought not, but Buttercraft has other ideas with **ZX Big Shot**, its Palaeolithic printer program.

Your poster is created in an on-screen window and the width and height can be varied by adjusting that window. To put a message on the screen press 'T' for the 'L' cursor and type in a maximum of 32 letters. Press 'P' to call the texture palette and select one of 26 patterns. Your input text will expand to fill the window which you can then move to position another message on screen.

You can fill windows with background textures, to complement text, or add to original textures by over printing one pattern onto another. Shadows can be added to the text to give it a 3D effect.

Superprint mode dumps your poster to paper. But first choose the text magnification by selecting one of six horizontal and vertical enlargement factors.

Once you've got a printout you can turn your creation into



FACTS BOX

Limited-use print utility for those rare birds who have ZX Printers. Needs a dot matrix printer driver

ZX Big Shot

Label: Buttercraft Software
Price: £5.99
Memory: 16K/48K

Reviewer:

John Galt



TOOL-KIT

ORG	60000
LOAD	60000
LD	IX,(23563)
LD	E,(IX+4)
LD	D,(IX+12)
LD	C,(IX+20)
LD	B,(IX+28)
LD	A,(IX+36)
PUSH	AF

REVIEW

BUBBLE SORT

Bubble Sort is a simple menu-driven database which stores, and displays long lists of information.

File length depends upon the amount of free Ram but each record must be shorter than 26 characters. Each time you enter a snippet of information it is sorted and positioned in the file using an alpha-numeric bubble sort. If you make an error the

FACTS BOX

A dull but functional database. Record length is unnecessarily restricted. Very disappointing

BUBBLE SORT

Label: Keith Norton
8 Devonshire Close, Staveley, Chesterfield
Memory: 48K/128K
Price: £5.00

Reviewer:

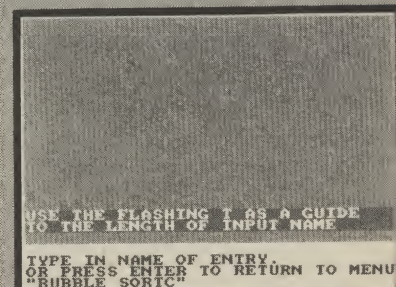
John Galt



program will delete an entry but you need to know the key number of that item.

Files can be listed on screen, dumped to a ZX or Alphacom printer, or stored on cassette. They can also be date stamped, so you know when they were last up-dated.

Bubble Sort is a simple but effective alternative to a shopping list. You cannot, however, create, record or display formats so its uses are limited ■



TASWORD

THE WORD PROCESSOR - A NEW STANDARD FOR THE ZX

UP/UP MOVEMENT		
31 start of text	THEN scroll up	31 start of paragraph
31 end of text	T0 scroll down	31 end of paragraph
31 start of line	36 fast scroll up	31 next page
31 end of line	3F fast scroll down	31 start of page
31 word left	3E word right	31 start of screen
DELETE/INSERT		
3A set left margin	AT delete under	DELETE del. left
35 clear margins	OR delete word	3X clear text
3D set right margin	3DELETE delete line	3C delete block
EDITING		
3R replace / find text	3I delete paragraph	31 insert on/off
3R replace / find text	3I insert line/char	30 auto on/off
BLOCK COMMANDS		
<= move text left	3B mark start	STEP tab right
<> centre line	3U mark end	NOT tab left
>= move text right	3M move block	3+ set, 3- clear
3J rejustify para (3H)	3N copy block	31 clear all
3K rejust line (un=3L)	3C delete block	3= reset tabs
PRINTING		
31 form feed	3I insert	3V right justify on/off
37 put header	30 auto	31 help on/off
36 get header	3P	3SPACE 2nd char set
38 put footer	3T	3PH printer control
35 get footer	3U	31 TO RETURN TO TEXT

TASWORD THREE
The Word Processor
© Tasman Software Ltd 1986
main menu

Print text file	P
Print with Data merge	D
Save text file	S
Load text file	L
Merge text file	M
Return to text file	R
Customise program	C
save Tasword	T
catalog/change drive	X
into Basic	B

0 words 0 chars Drive 1
1 lines 20977 chars free



TASWORD TWO led the way in setting a standard for word processing on the ZX Spectrum. TASWORD THREE pioneers the new standard.

TASWORD THREE retains all the features which have made Tasword Two a household name for the Spectrum. With many additional features and enhancements, including a built-in mail merge and up to 128 characters per line, TASWORD THREE is the definitive word processor for the Spectrum and Spectrum+ with microdrive.

ZX SPECTRUM Tasword Two THE WORD PROCESSOR

TASWORD TWO for the ZX 48K Spectrum
cassette £13.90 microdrive cartridge £15.40

"Without doubt the best utility I have reviewed for the Spectrum"

HOME COMPUTING WEEKLY APRIL 1984

"If you have been looking for a word processor, then look no further"

CRASH JUNE 1984

With 64 characters per line on the screen and a host of useful features TASWORD TWO is the ideal cassette based word processing package for the Spectrum owner.

TASPRINT THE STYLE WRITER

TASPRINT for the ZX 48K Spectrum
cassette £9.90 microdrive cartridge £11.40

A must for dot matrix printer owners! Print your program output and listings in a choice of five impressive print styles. TASPRINT utilises the graphics capabilities of dot matrix printers to form, with a double pass of the printhead, output in a range of five fonts varying from the futuristic Data-Run to the hand writing simulation of Palace Script. A TASPRINT gives your output originality and style! The TASPRINT fonts are shown to the right together with a list of compatible printers.

TascOPY THE SCREEN COPIER

TASCOPY for the ZX Spectrum with Interface 1
cassette £9.90 microdrive cartridge £11.40

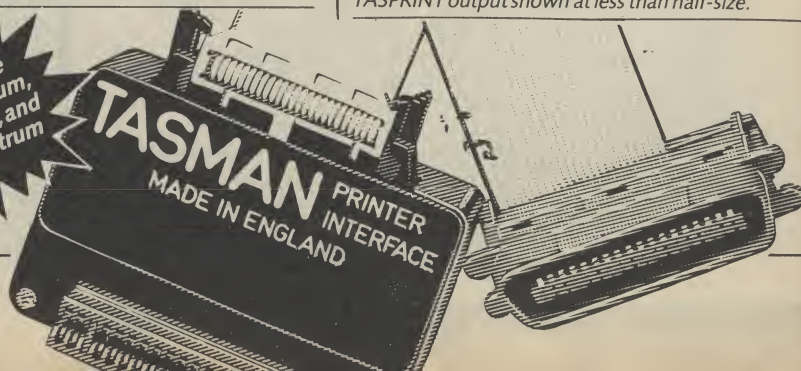
The Spectrum TASCOPY is for use with the RS232 output on ZX Interface 1. It produces both monochrome (in a choice of two sizes) and large copies in which the different screen colours are printed as different shades. With TASCOPY you can keep a permanent and impressive record of your screen pictures and diagrams. A list of printers supported by TASCOPY is given to the left.

Tas-DIARY THE ELECTRONIC DIARY

TAS-DIARY for the ZX 48K Spectrum and
microdrives. Cassette £9.90

Keep an electronic day-to-day diary on microdrive! TAS-DIARY includes a clock, calendar, and a separate screen display for every day of the year. Invaluable for reminders, appointments, and for keeping a record of your day. The data for each month is stored as a separate microdrive file so that your data for a year is only constrained by the microdrive capacity. TAS-DIARY will work for this year, next year, and every year up to 2100! Supplied on cassette for automatic transfer to microdrive.

Compatible
with Spectrum,
Spectrum+, and
128K Spectrum



TASMAN PRINTER INTERFACE

TASPRINT PRINTER INTERFACE for the
ZX Spectrum £29.90
RS232 Cable for ZX Interface 1 £14.50

Plug into your Spectrum and drive any printer fitted with the Centronics standard parallel interface. Supplied complete with ribbon cable and driving software. The user changeable interface software makes it easy to send control codes to your printer using the method so successfully pioneered with TASWORD TWO. The cassette contains fast machine code high resolution full width SCREEN COPY SOFTWARE for Epson, Mannesmann Tally, Shinwa, Star, Tandy Colour Graphic (in colour!) printers. TASCOPY shaded screen copy software for this interface (value £9.90) is INCLUDED in this package.

The TASCOPES and TASPRINTS drive all Epson compatible eight pin dot-matrix printers e.g.

AMSTRAD DMP 2000	NEC PC80238-N	BROTHER M1009
EPSON FX-80	MANNESSMANN TALLY MT-80	BROTHER HR5
EPSON RX-80	STAR DMP 501/515/5610	SHINWA CP-80
EPSON MX-80 TYPE III	COSMOS-80	DATAC PANTHER
		DATAC PANTHER II

COMPACTA - bold and heavy, good for emphasis

DATA-RUN - a futuristic script

LECTURA LIGHT - clean and pleasing to read

MEDIAN - a serious business-like script

PALACE SCRIPT - a distinctive flowing font

TASPRINT output shown at less than half-size.

WORD THREE

ZX SPECTRUM AND ZX SPECTRUM+ WITH MICRODRIVE

TASWORD THREE
The Word Processor
© Tasman Software Ltd 1986

start at line (1) _____
finish at line (last) _____
number of copies (1) _____
line spacing (1) _____
continuous/single (C) C/S _____
FF at page breaks (N) Y/N _____
print header (N) Y/N _____
print footer (N) Y/N _____
print page numbers (N) Y/N _____
at top or bottom (T) T/B _____
at middle/sides (M) M/S _____
start page number (1) _____
left print margin (0) _____
FF after printing (N) Y/N _____

Press: ENTER for defaults
OR to start again
AT at any time to print
EDIT to return to menu

FORMATTING	BLOCK COMMANDS	THE COMMANDS
<= move text left	3B mark start	STEP tab right
<> centre line	3U mark end	NOT tab left
>= move text right	3M move block	3+ set, 3- clear
3J rejustify para (3H)	3C copy block	3I clear all
3K rejust line (un=3L)	3C delete block	3= reset tabs
3=EXTEND TRUE MID=UP HELP	3U MID=DOWN HELP	3I=HELP OFF

20th January 1986

Mr J H Shears,
17 High Street,
Lockton Bay,
Lancashire. LA7 6LN

Dear John,

Thank you for your letter of the 15th January. I have corrected the first draft of the article and I have incorporated your suggested changes. It is a good thing that TASWORD has a find and replace facility! You will see from the enclosed printout of the corrected draft that I have also made some other changes and I hope that you agree that they are an improvement.

Line 1 Col 7 R/J on U/W on Insert off Pg/Bk off EDIT=help

Please note that TASWORD THREE is only supplied on, and will only run on microdrive (Opus Discovery version now available – see below).

TASWORD THREE – THE WORD PROCESSOR – Microdrive £16.50

One of a famous family: TASWORD TWO (ZX Spectrum), TASWORD MSX (MSX Computers), TASWORD 464 (Amstrad), TASWORD 464-D (Amstrad), TASWORD 6128 (Amstrad), TASWORD EINSTEIN (Tatung Einstein), TASWORD 64 (Commodore 64)

Available from good software stockists and direct from Tasman Software, Springfield House, Hyde Terrace, Leeds LS2 9LN.
Tel: (0532) 438301

TASWIDE THE SCREEN STRETCHER

TASWIDE for the ZX 48K Spectrum
cassette £5.50

With this machine code utility you can write your own Basic programs that will, with normal PRINT statements, print onto the screen in the compact lettering used by TASWORD TWO. With TASWIDE you can double the information shown on the screen!

TASWORD THREE FOR OPUS DISCOVERY

A special version of TASWORD THREE for the Opus Discovery disc drive. Disc £19.50

ZX SPECTRUM 128 TASWORD 128 THE WORD PROCESSOR

TASWORD 128 for the ZX Spectrum 128
cassette £19.95

TASWORD 128 has been especially developed to use the additional memory of the 128K Spectrum. This gives text files that are over 60K long – this is about ten thousand words! TASWORD 128 has all the features of TASWORD THREE (mail merge only when transferred to microdrive). TASWORD 128 is supplied on, and will run on, cassette. TASWORD 128 is also readily transferred to microdrive by following instructions supplied with the program.

SINCLAIR QL QL is a trademark of Sinclair Research Ltd

TASCOPY QL THE SCREEN COPIER

TASCOPY QL for the Sinclair QL
microdrive cartridge £12.90

TASCOPY QL adds new commands to QL Superbasic. Execute these commands to print a shaded copy of the screen. Print the entire screen or just a specified window. TASCOPY QL also produces large "poster size" screen copies on more than one sheet of paper which can be cut and joined to make the poster.

TASPRINT QL THE STYLE WRITER

TASPRINT QL for the Sinclair QL
microdrive cartridge £19.95

TASPRINT QL includes a screen editor used to modify files created by other programs, such as QUILL, or by the user from Basic. These modified files include TASPRINT control characters and may be printed, using TASPRINT, in one or more of the unique TASPRINT fonts.

Available from good stockists and direct from:

Tasman

SOFTWARE

Springfield House, Hyde Terrace, Leeds LS2 9LN. Tel: (0532) 438301

If you do not want to cut this magazine, simply write out your order and post to: TASMAN SOFTWARE, DEPT SU, SPRINGFIELD HOUSE, HYDE TERRACE, LEEDS LS2 9LN

I enclose a cheque/PO made payable to TASMAN Software Ltd OR charge my ACCESS/VISA number: _____

NAME _____	ITEM _____	PRICE _____
ADDRESS _____	_____	£ _____
_____	_____	£ _____
_____	_____	£ _____
_____	_____	£ _____
_____	Outside Europe add £1.50 per item airmail.	£ _____
_____	TOTAL £ _____	_____

Telephone Access/Visa orders: Leeds (0532) 438301

Please send me a FREE Tasman brochure describing your products for: Spectrum _____ QL _____ MSX _____ Amstrad _____ Commodore 64 _____ Tatung Einstein _____ SU _____

Distributors: The following distributors of Tasman products may be contacted for the address of local suppliers. Many products are supplied in translated form. FRANCE & SWITZERLAND Semaphore Logiciels, CH 1283 La Plaine, Geneva. SCANDINAVIA Kelly data, Postboks 43, Refstad, Oslo. NETHERLANDS Fiksoft, PO Box 1353, 9701 BJ Groningen. GERMANY Prosoft, Suthausen Str 50/52, D 4500 Onabruck. BELGIUM Easy Computing, Avenue Guillaume Leleux 30, 1160 Brussels. PORTUGAL Infomova, Campo Grande 28 4 A, 1700 Lisbon. AUSTRALIA Dolphin Computers, 99 Reserve Road, Artamon, New South Wales 2064. NEW ZEALAND Software Supplies, PO Box 185 Christchurch. U.S.A. Ramex International, 17620 26 Mile Road, Washington MI 48094

HARDWARE

Friendly combination

Miracle Technology has extended its line of WS modems with the WS-4000, for the 48K Spectrum. It includes all the features of the 1000-3000 models, some advanced extras and the chance to up-grade its capabilities as your comms knowledge increases.

The set-up is simple. Plug the serial interface into the back of the WS-4000 and slot the other end on to the Spectrum edge connector. Load in the **Dataspectrum** software and you're ready for action.

You don't need a telephone to dial your favourite database number, but you can attach one to the PSTN socket at the back of the modem to check the clarity of the line. The modem contains an autodial facility which is hardware based but software controlled. Type in the command AT followed by D (for dial) and the number of the



bulletin board you want to access. Press enter and the on-line pilot at the front of the modem will light up as the number is automatically dialled.

When the modem has finished dialling the Auto Answer light will flick on. If it doesn't find a carrier signal in 30 seconds it will go off-line and return control of the comms package.

The modem offers bauds speeds of 1200/75, 75/1200, and 300/300 which are set with a three-way switch on the serial interface. There are two communications modes: viewdata

and teletype. Viewdata handles the static graphics of systems such as Prestel and Micronet, while teletype copes with the scrolling text of MUD.

The WS-4000 is one of the few modems which can gain access to a wide variety of bulletin boards. You may find that some of the boards listed in a special leaflet which accompanies the modem require special transmission format. Those are set using a menu within the comms package itself.

You can send pre-prepared documents to the Prestel Mailbox, or similar facilities, by storing your message frame in the Spectrum.

A frame processor views and lists the screen frames you have in the Spectrum's Ram. It also calls frame files from, and saves them to, cassette.

The WS-4000 can also download telesoftware from Micronet and Prestel — a simple matter. Wait for the host to display its instructions then press *Caps* and *Symbol Shifts* followed by q.

Each frame is down-loaded and, depending upon the information supplied, the program will either run automatically or be saved to cassette.

Miracle Technology's **Dataspectrum** comms pack and WS-4000 modem are an unbeatable combination and the system is both flexible and powerful. The only problems are the complexity of operation and in understanding the general functions of the modem. If you want a simple method of getting on line, the WS-4000 is not for you. If, however, you want an advanced feature modem, look no further.

The WS-4000 package costs £149.95 and is available from Miracle Technology (UK) St Peters Street, Ipswich IP1 1XB ■

John Gilbert



Full feature Miracle

Power, simplicity and flexibility are the requirements of a good Spectrum modem/comms package combination, and the **Tandata QMod** modem and **Spectre Communications** software offers all the facilities you need to log on to Viewdata and bulletin board systems with 75/1200 baud compatibility.

The software is activated on power-up but you can drop back into **Spectre's** main menu. This gives access to a viewdata terminal mode, Save/Print frame facilities, a mailbox editor, a telesoftware downloader and a scrolling bulletin board utility.

Logging on is as simple as using a VTX-5000. Make sure that the on-line button is pressed and the pilot light is on, dial the number and wait for the high pitched tone from the host computer. When the response comes press the Line Seize button and, after a few seconds, press the On-line button again. If the carrier signal is successfully seized contact is made. If contact is not made within six seconds the line is disconnected and you are returned to the menu.

The viewdata provides the normal on-line state for accessing viewdata hosts and provides 15 screen editor commands which include Escape Generation, Carriage Return and Cursor Home.

Spectre can grab screens from a host computer and store them in memory or on microdrive and cassette. You can have access to a maximum of 26 screens, created either by yourself or down-loaded from the host, and erase all or some of the stored frames, to create more Rom space.

Spectre's telesoftware downloader can grab Micronet programs which are encoded as a series of frames and sent down the line by the host. You can choose whether to log-off and run the program after it's been downloaded or remain logged-

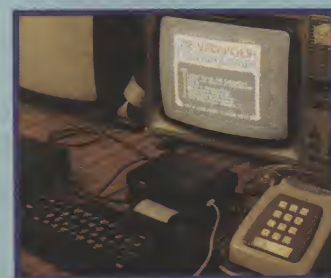
on and continue.

Mailbox messages can be prepared and edited before you log-on so that you can up-load them to a specific box without losing time and money.

Multi-User Dungeon, and some bulletin boards, can only be accessed through the use of scrolling software. **Spectre** has this facility but you will need a different modem for 300/300 since QMod's default baud does not allow these rates.

The **Spectre** printer interface default is for ZX-Alphacom-Timex, but you can set up the format for most printer interfaces. Software to drive an Epson compatible printer is provided but you can use a Kempston E Centronics interface.

The **Spectre Communications**



Package and Tandata's QMod modem form a friendly and easy-to-use alliance. **Spectre** provides an inexpensive introduction to the world of comms while also providing the sophisticated facilities for the more adventurous hackers.

QMod is simple to fit to the back of the Spectrum 128K or 48K and its two button operation — on-line and seize — makes it one of the most attractive modems for beginners.

The **Spectre Communications Package** and QMod modem are available at an introductory price of £91.95 until September 1. The price after that date is £99.95.

The package can be obtained from Tandata Marketing, Albert Road North, Malvern, Worcs WR14 2TL ■

John Gilbert

OFF THE HOOK

CHARITY COMPILATION TAPE
ALL PROCEEDS GO TO THE
PRINCE'S TRUST

LIGHTNING DISTRIBUTION LTD
841 HARROW ROAD
LONDON NW10

48K SPECTRUM

PITFALL II
PSYTRON
FALL GUY
AD ASTRA
SAM STOAT SAFEBREAKER
SPLAT
MUGSY
KONG STRIKES BACK
CHEQUERED FLAG
BLUE MAX

ACTIVISION
BEYOND
ELITE
GARGOYLE
GREMLIN GRAPHICS
INCENTIVE
MELBOURNE HOUSE
OCEAN
PSION
U.S. GOLD

COMMODORE 64

PITFALL II
SPACE PILOT 2
PSYTRON
FALL GUY
DEMONS OF TOPAZ
SHEEP IN SPACE
KONG STRIKES BACK
BLACK THUNDER
DEATH STAR INTERCEPTOR
TALLADEGA

ACTIVISION
ANIROG
BEYOND
ELITE
FIREBIRD
LLAMASOFT
OCEAN
QUICKSILVA
SYSTEM 3
U.S. GOLD

DR

Three in one for the QL

The Memodisk disc/prINTER/memory interface from Micro Control Systems for the QL is the only such interface — other than one from Micro Peripherals — that Tony Tebby had nothing to do with.

Despite that, or perhaps because of it, MCS has designed a package which combines all the essential features, plus some very novel ones. It is perhaps the best value interface on the market at the moment.

It's available in three versions: with no memory, 256K or 512K. If you have the extra memory, NCS also supplies a printer cable and utilities Rom with it. The contents of this Rom can be transferred to, and run from, disc for those who prefer to leave the Rom slot free.

Without the utilities Rom, the interface is pretty mundane. The commands contained in it are enough to run the interface but nothing to get excited about. The interface uses the device name 'FLP', the same as all the other Tony Tebby interfaces, so it's compatible with them.

Micro Control Systems seems to have taken some of the more useful ideas from Tebby, and then added a host of their own.

There are seven new commands.

One of the main problems when transferring programs to disc is that you have to change every occurrence of *Mdv* to *Flp*. *Flp Use* can be used to make the disc respond to *Mdv*, which neatly gets round the problem. The other disc commands allow you the option to overwrite files automatically and verify automatically after every *Save*.

A printer command, *Par Use*, can make the parallel port respond to *Ser*, a useful addition as the Psion programs will not recognise *Par* as a printer port. And if you miss the sound of your typewriter, the last command, *Click*, makes the QL give out a short click whenever you press a key.

The interface comes into its own when you start using the utilities Rom. It adds nearly 70 new commands, everything from random access filing and multi-tasking to icons and windows.

Many of the extra toolkit commands mirror those from Tony Tebby, *Fopen*, *Flen* etc, perform the same functions and allow files to be opened for random access, file information, and a pointer set,

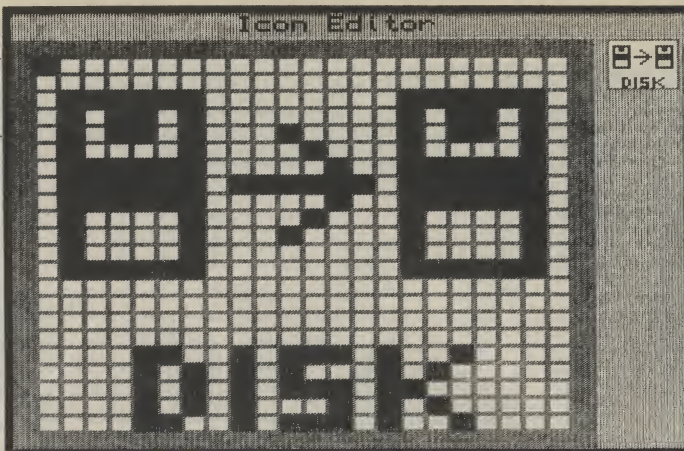
both absolute and relative. Equally the wildcard *Wdir*, *Wcopy* commands perform the same Tebby functions, as do the spooling *Spl* commands.

Caps simply puts the *Caps Lock* on and off while *Cursen* and *Curdin* enable and disable the cursor respectively.

The *Edlin* command allows you to edit strings in Basic.

The *Keys* commands let you recall the last line you typed. *Submit* and *Task*. *Submit* can be thought of as a means of batch processing. It takes a file of commands, without line numbers, and executes them. More than that, it can put characters into the keyboard buffer just as though you had typed them in.

Task is really what the QL is all about, it allows you to have up to four programs in memory at once and switch between them. It's not true multi-tasking as the programs do not run in the background, but it's certainly a step in the right direction. The four programs



can be anything that is normally started by the *Exec* or *Exec-w* statement, which includes Psion suite.

Further utilities cover the creation and use of icons, fonts and moe windows. Both the icons and fonts have a built in editor which allows them to be designed quickly and easily.

The window commands, allow the background to be restored when they are closed, but you can also move them around the screen leaving the background untouched.

The best feature, though, is undoubtedly the screen dump command. At any time press *Control P* (or *Control D* if you want to use the serial port) and two vertical and two horizontal

lines appear on screen. These can be moved to encompass any section of the screen which is then dumped to the printer, with shading used to represent the colours.

If you are serious about you QL you need discs and preferably extra money. The Memodisk combines all these in one package, and has some excellent utilities to go with them.

Prices: without memory £99; 256K with printer cable and utilities £199; 512K with printer cable and utilities £249.

Micro Control Systems, Electron House, Bridge Street, Sandiacre, Nottingham NG10 5BA. Tel: 0602-391204 ■

John Lambert

Monitoring details

A colour monitor is a little like the phone, it may seem like you can do without it but once you get it you'll wonder how you could possibly have managed before.

The Chromographica colour monitors are not, in absolute terms, cheap but they are terrific value for money. There are certainly monitors around for less (the Ferguson monitor/TV for one) but the resolution of the Chromographic is significantly higher. What this means is that your software will look even more stunning than usual and you'll be able to read every misspelt word in every text adventure. It also has advantages when used with wordprocessors like *Tasword Two* which pack in the letters on a redefined 64-character screen.

Using *Heavy on the Magick* and *3D Starstrike* as test programs, the difference between viewing the games smudgily on a normal TV screen and seeing them pixel by pixel on the monitor is considerable. You begin to realise what you have been missing all these years. The odd semi-teletext style graphics of *Magick* were not an obvious test for a high-res monitor but nevertheless the clarity and sharpness of the monitor image enhanced the animated effects. *Starstrike* is pretty much your

classic, 3D arcade bash 'em, collect 'em and dodge 'em, chock full of odd monsters, bizarre landscapes and multi-coloured explosions. It looked magnificent.

There are essentially four machines all of which use the same tube and electronics. The differences are in the casing and the sound. Wooden casings are marginally cheaper than metal and either casing option may come either with or without sound facilities. A Spectrum 128 will plug directly into the monitor. Other Spectrums need an interface which costs £29.42.

If you have a Spectrum 128 then you will have come to expect a decent level of sound output through the TV loudspeaker. Ordinarily this works like a TV signal and is fed down through the coaxial cable — on the 128 this is also true. Since the monitor uses the 128 RGB socket getting sound out



Prices

Wooden case	£364.70
Wooden case with speaker	£365.26
Metal case	£394.10
Metal case with speaker	£414.68
Interface (not necessary for 128 and QL)	£29.42

has to be a separate process. There is a special sound version of the monitor which has a built-in loudspeaker and takes the sound out from the Ear socket of the Spectrum. Using the monitor with a conventional Spectrum is obviously less of a disappointment since the usual TV isn't sent any sound input anyway. Again, if you want sound you buy a special version of the monitor.

The monitor is designed functionally so there is little to say about the look of the thing — its a box with controls along the bottom — it won't be up for any design awards but it'll do. There are a few extra features that are of some marginal use. Most significant is a green screen mode — the best colour for wordprocessing supposedly.

The screen resolution is 585 × 895 pixels which means you could use it quite successfully with an Amiga on its higher graphics modes if you wanted, or a QL. As a high-res monitor it is astoundingly cheap.

Chromographica, 135 Cliff Road, Hornsea, North Humberside. Tel: 0482 881 065 ■

Graham Taylor

SURGERY

Pluses and minuses

I OWN a Spectrum Plus and wish to use it as a word processor, that is, if the cost is not greater than buying a separate word processor like the Amstrad PCW8256.

At present, I have **Tasword II** which restricts me to 64 cpl; I require the normal 84 cpl at least, I do not own a printer, but it must be capable of near letter quality on plain A4 paper.

I shall require some type of expansion and storage facility in the form of a disc drive. Is **Tasword III** and Microdrive, or Saga's **Last Word** and Opus a possibility?

**I S McKellar,
Bowes Rigg,
Kilmarnock**

● To upgrade the Spectrum to a level close to the Amstrad PCW8256 could cost as much as the PCW. And bear in mind that the cost doesn't stop once you've got it home.

Amstrad discs are twice the price of standard 3½ inch disc, five times the cost of 5¼ inch discs and hold only a fourth of the data. A box of 5¼ inch discs costs £8.10, to get the same data storage on Amstrad discs could cost £160.

The Amstrad printer and disc drive are non-standard and won't work on any other computer. If you upgrade your Spectrum the new printer and disc drive you buy can be used on other machines.

Bearing in mind the cheapness and range of Spectrum software I'd stick with it for a while. It will never match the PCW8256, but it will certainly do until something better comes along. Both the combinations you suggest work well. As for storage it's a question of the cheapness of Microdrives versus the reliability of discs.

Screen dumps using copy

I HAVE a Spectrum Plus which I use with an Epson LX-80 printer. Because I had an Interface 1 prior to buying the printer I had an RS232 to Centronics interface fitted to the printer. It all works fine when using **Tasword II**.

Sinclair Surgery Spectrum on the blink? John Lambert has a cure

My problem is getting a screen dump when using the Copy statement. Can you help?

**J Welbery
BFPO 53**

● In its wisdom Sinclair designed the Copy command so that it would only work on a Sinclair printer — the silver toilet paper kind. The following program works on an Epson compatible printer, but it does take rather a long time. (Not so much take a coffee as go to Bolivia and pick the beans while it runs).

Machine coded versions from readers will be welcome.

Screen Dump Listing

10 FORMAT "b" baud-rate:
REM set baud-rate to suit printer

20 OPEN #3; "b": REM open binary channel to printer — using channel 3 so you use LPRINT

30 LPRINT CHR# 27; "A";
CHR\$ 8;: REM set 8/72 inch line spacing

40 FOR v=168 TO 0 STEP -8
50 LPRINT CHR\$ 27; "K"
CHR\$ 0;C HR\$ 1;: REM prepare for 256 bits of data

60 FOR x=0 TO 255
70 LPRINT CHR\$ (POINT (x, y) + 2 * POINT (x, y+1) + 4 * POINT (x, y+2) + 8 * POINT (x, y+3) + 16 * POINT (x, y+4) + 32 * POINT (x, y+5) + 64 * POINT (x, y+6) + 128 * POINT (x, y+7));: REM assemble data bit and send it

80 NEXT x
90 LPRINT CHR\$ 13; CHR\$ 10:
REM send carriage return/line feed — adjust to printer

100 NEXT y
110 LPRINT CHR\$ 27; "A";
CHR\$ 12: REM reset line spacing

Disappearing Microdrives

A LITTLE problem with Uncle Clive's Microdrives, I've owned these fun toys for about a year now, and I am coming up with an interesting fault.

If you have ever looked inside a Microdrive drive, you'll see on the right-hand side, a pair of microswitches. These switches tell the driver a) whether there is a cartridge actually in the drive, or b) whether that cartridge is write-protected.

Problem is, the plastic casings on some of my cartridges (now almost a year old) have been worn away due

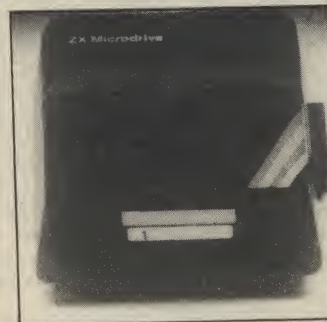
to excessive use, and now when I try to load anything from these cartridges I get the error: 'Microdrive not present'.

Being an adventurous type, I have semi-dismantled my drives, but cannot get to the offending microswitches to either adjust them or short them out. Has anyone else had a similar problem? If so, how did you overcome it? I have tried matchsticks, bits of insulating tape etc to pack the cartridge out, but the springs on the microswitches are so vicious that the bits of match, tape etc just get cut to ribbons or fall inside the drive.

(Warranty? Who mentioned warranty?)

**Adam Nix,
mildly-ageing computer fiend,
Mount Pleasant,
Swansea**

● The most common cause of the 'Microdrive not present' message is a dirty connector. Try cleaning the edge connectors with an India rubber or proprietary cleaner.



If you really want to throw caution, and your warranty, to the winds and open the microdrive there are two screws hidden under the metal plate on the top of the drive. It's held on with very sticky double sided tape so ease it off gently.

Customising Tasword

Whilst searching through some old Sinclair User magazines, I came across an article by John Lambert on customising your word processor — **Tasword II** (May 1985). This interested me into customising my own **Tasword II**.

However: i) paper and ink changes — no problem; ii) line count — no problem; but iii) world count — help!

Following the instructions, I typed in Listing 1, ran it, and

saved the code. I then altered the **Tasword** but it ran as normal with no word count. Then using the Picturesequ Editor/Assembler I tried to assemble Listing 3. The assembler will not accept six-letter label names ie FILEST, DEFADD etc.

My Spectrum 48K is fitted in an Lo-profile keyboard, but surely this makes no difference?

**R L Hesford,
Swinton,
Manchester**

● That'll teach you not to buy Sinclair User regularly, there was an update printed in the Aug '85 issue.

What wasn't clear in the original article is that once you have loaded the amended Basic (Listing 2) enter, as a direct command, Clear 31940 then load the word count code. To call it, run the program, go to the Stop menu and press 'W'.

Problems of getting old

My Spectrum computer is now over two years old. I have been using it regularly without problems, until recently.

Two problems spring to mind. The first concerns the power socket and the lead to the power unit. The slightest move or contact with either part causes a complete system reset — probably due to wear resulting from pulling out the plug when resetting the computer.

The second problem is not so obvious. Whilst playing **Chuckie Egg** I had reached level two. I jumped from the top right-hand level and struck the adjacent ladder. This caused the game to freeze, then a series of white lines appeared on top where the graphics should have been. I suspected the power problem had caused this but the Spectrum did not return to Basic as usually occurs. I pulled the plug and decided to Load in JSW. I typed the Pokes into the game. I pressed Caps Shift and Break, to allow access, when the screen went totally white, refused to display the Break report, and no keys functioned. I reset the Spectrum. On turning on the power, the screen turned black with various red lines and flashing coloured squares in the top section.

**P Robb
Malaysia**

● If the power socket is loose you should be able to obtain a new one and solder it in. As you've found to your cost, a loose socket can lead to other problems; try the Regulator. TR4, or if all else fails the ULA.

Monsterous murder at Mortville Manor

John Gilbert interviews the suspects in the first QL murder mystery

An urgent telegram, the anguished plea of an old friend and the chance to revisit your childhood home build up the Poe-like atmosphere of **Mortville Manor**, Pyramide's latest game.

The manor has changed since you last saw it. A smooth blanket of snow covers all traces of the past. Why are you here? What draws you back to this dark eerie mausoleum?

It's an unusual adventure in both plot and execution. Motive, rather than monsters, make the game, which includes a novel use of window graphics.

During play the screen is split into seven windows. The first four deal with game mechanics and show the characters present in your location, a picture of the scene, your commands and the computer responses. The last three display speech from characters, give system commands and display the time.

Each window is used in the three game modes — action, discussion and object. Action mode takes you round the manor and grounds. Just type **Go** and a menu of all adjacent locations appears. Use the cursor keys to move through it and **Enter** to travel to new locations.

Locations are depicted in stunning, full-screen, graphic detail. The QL does not draw them quickly but the detail, colour and atmosphere conveyed make the wait well worth while.

You can also look at specific points of a scene by typing **Look** or **Read**, and moving an arrow pointer to the feature you want to examine. You'll usually get a few words about atmosphere, such as 'dark' and 'damp', or if you're lucky, a message.

Characters

Mortville Manor has a good smattering of characters, all of whom are relations of Julia, the friend who pleaded with you to come to the house, but was murdered before you got there.

The discussion mode lets you talk to the house guest, but the vocabulary is limited and your audience unresponsive if you don't ask the right questions. When you want to **Talk** select one of the characters in the room from a menu at the top of the screen. The display is then split. A portrait of the character is shown on the left side of the screen and their speech is displayed on the right.

In talk mode the character says 'Yes' and expects you to answer. If you ask something which is not in the game's dictionary the character answers "Pardon?" and you'll have to repeat the question.

Although vocabulary is limited, the instruction manual gives a sketchy list of the important verbs. Unfortunately, the list gives only the first letter of each word followed by dashes. An inventory is provided with the command **List** and **Open** takes care of closed drawers and locked cabinets. To investigate a locked object,



▲ **Mortville Manor**

move the pointer arrow to the drawer or door and press enter.

Though the verbs list is a partial secret there's no cover up in the list of nouns. The authors have, however, included some nouns in the list which are not used in the game. You've got to work out if Rape, Kidnapping, Murder and Mistress are important to the inhabitants of the manor. Two of those words are important but one is more innocuous than it seems.

Suspects

You'll only solve the mystery if you talk to the characters. It's a slow, often monotonous business and the cast don't always co-operate. There's Max, the friendly butler, who shows you to your room, tells you that Julia is dead and gives you the lengthy cast list.

Leo is the head of the household and, with Julia now buried, a widower. Leo's sons are Pat and Guy. Pat is the heir to the family fortune and is president of a perfume corporation — well somebody has to be. He's helped by cousin Bob.

Guy, is a morose young man who was

Touch Typist

Learning to touch type on the QL is like learning to swim in the Dead Sea. It keeps you up and going but is very hard work.

Despite this, several programs for teaching and improving typing skills are available for the QL. The latest is **Touch Typist Version 4** from Sector Software. Like the other programs the aim is to type a series of 'sentences' concentrating on speed and accuracy. The targets, which default to 15 words per minute and 90 per cent accuracy, can be reset as low as ten wpm and 80 per cent respectively.

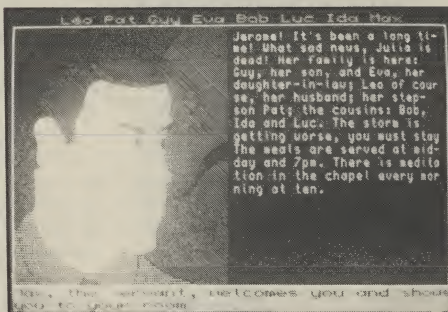
The screen display is neat and attractive with a QL keyboard in the top half and the sentence being typed, together with the targets and other information, in the bottom half.

A series of pull-down menus are used to select the many features which include the manual, demo mode, tutorial, and progress charts with saving and loading of results. The tutorial is a compact introduction to where the major keys are and which fingers should be used.

The backbone of the program is the 200

pre-occupied with his mother's health. Now he's pre-occupied with her death and says very little under interrogation.

Guy's cousins are Bob, who you've met, and Luc, a shifty-eyed youngster who's married to Ida. Luc lurks around other people's bedrooms and orders you out if he finds you snooping. Speech at Mortville is no easy matter. It's an involved process



▲ **Character Mode**

QL Mail List

One of the main reasons people buy a word processor is so they can produce standard letters.

QL Mail List from Transform provides both the actual mailing list and a mail-merge program to insert details into a Quill file from the mailing list.

The programs take some time to load as they are written using the Archive database language, and the Archive run time module must be loaded into memory first.

Two types of mailing list, personal and business, can be created and twelve fields are used in the personal list compared to eleven in the business list. Both allow five lines of address, telephone number, reference and two lines of details. The difference lies with three names fields—title, forenames and surname — for personal mailing lists compared to a company name and contact for the business list.

Different mailing lists can be created on different files and loaded from within the

program. When a list is loaded it can be sorted on any field.

The main display shows a single record with its place in the file; an alternative display shows a single record with its place in the file; an alternative display of names and partial addresses is also available. A menu of options is shown at the bottom of the screen, selected by a single keystroke.

Unlike the usual commands which step forwards or backwards one record at a time; a batch of up to nine records can be taken by pressing a number between one and nine.

The program is set up to print on Epson compatible printers using labels or continuous stationery. For labels, the number of lines can be set, while for continuous stationery the one-line details are printed in condensed type.

Selected records can be printed using the 'Specific' option which allows records to be selected from a string or by stepping through a file record by record.

Before the mail-merge facility can be used the list must be duplicated and reformatted. Though not complicated

sentences which can be edited, saved and reloaded to give as much and as varied practice as is necessary. At the start, the in-built sentences are well structured, gradually building up the number of fingers and characters used. As you progress, though, you will soon find the sentence editor useful.

Variations can be achieved by typing sentences one at a time or in groups. Using the sentence editor and the groups option, the typing of long sections of text can be practised. Unfortunately, this does not include the use of the new paragraph/carriage return/ENTER key which does not appear to have been considered important. Although it may be.

The best speeds achieved for single sentences are kept and can be displayed on a graph. All 200 sentences are included on the graph even if some have not been reached. While the results can be displayed, saved and reloaded they cannot be printed, which makes historical comparisons almost impossible.

Publisher Sector Software, 45 Chætham Meadow, Moss Side, Leyland, Lancs.PR5 3UB.

Price £11.95

which quickly has you cursing your hosts and wanting to go back to your dusty little detective agency.

First, you must use Talk mode and the cursor driven menu to pick your subject who appears in high resolution, on the left side of the screen. A large speech bubble on the right-hand side logs everything the character says.

For starters, try asking everyone their occupations. You must paraphrase every question you want to ask. So, if quizzing Guy, instead of "What is your occupation?" you must use Guy's occupation. Strange but effective.

Objects

To a detective objects are as important as people — we're talking about Sherlock Holmes here, not Adam Dalgliesh. There are plenty of clues scattered around and you'll enter object mode as soon as you stumble on the first one of them.

these steps allow more room for things to go wrong.

The mail-merge program uses Quill's print-to-a-file facility to save the text in a suitable form to accept data from the mailing list. Like similar programs I have seen for the QL, the mail-merged text cannot be rejustified. This causes few problems if a letter is being 'topped and tailed', but if text is added to the body of a letter then overwriting or large spaces can occur.

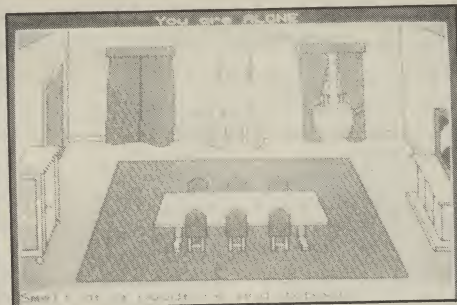
A null text facility allows the option of printing a default value. Having set the default for any field, when a blank occurs for that field the default is printed automatically.

While some of you would like to see a conditional search facility eg if ref\$ > 5.60 print — it is not absolutely necessary.

QL Mail List contains most of the other options ever likely to be needed for the smooth maintenance of a mailing list.

Publisher Transform Ltd, 24 West Oak, Beckenham BR3 2EZ

Price £14.95



▲ The Dining Room

You already have the telegram and a revolver in your pocket — for protection — and to solve the mystery of **Mortville** you'll need to explore every room of the manor to discover the important objects. It's a hard slog but, coupled with the information gleaned from characters and the furnishings in their bedrooms, you'll suss out the masterly plot to usurp the family fortune and heritage. Edgar Allan Poe and the inhabitants of Usherland would be pleased with this plot.

Q LINK

Scene of the crime?

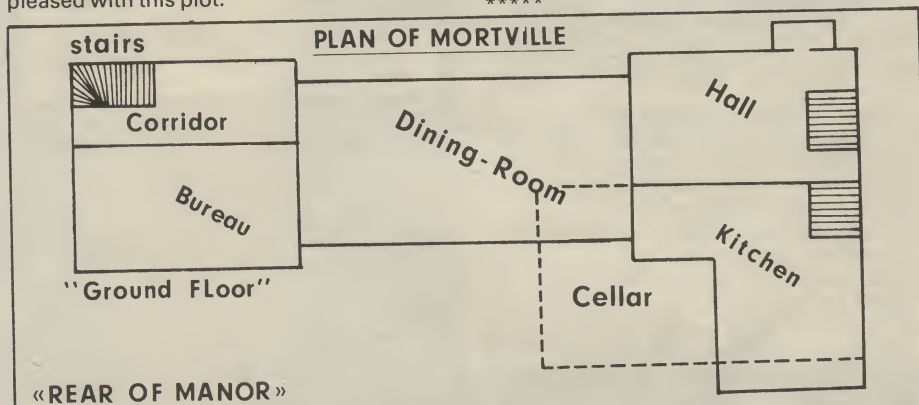
Mortville Manor is a show house for the mystery contained in Pyramide's latest game. It contains all the element for the solution of the puzzle but is not, literally, the scene of the crime.

The game pulls off a difficult conjuring trick. It has all the hall marks of a classic who-dunnit but you must realise that the solution lies in how the characters live and react. For instance, what objects does the head of the household surround himself with? What will he tell you about other characters.

Pyramide's adventure is for stickers who like a good mystery and are willing to play for months to get into the game.

Publisher Pyramide

Price £14.95



Dining Room ● Breakfast at 7am, dinner at 12am
● If you Waitaround for an hour characters will wander in and out ● Lookaround while you wait to interview family members

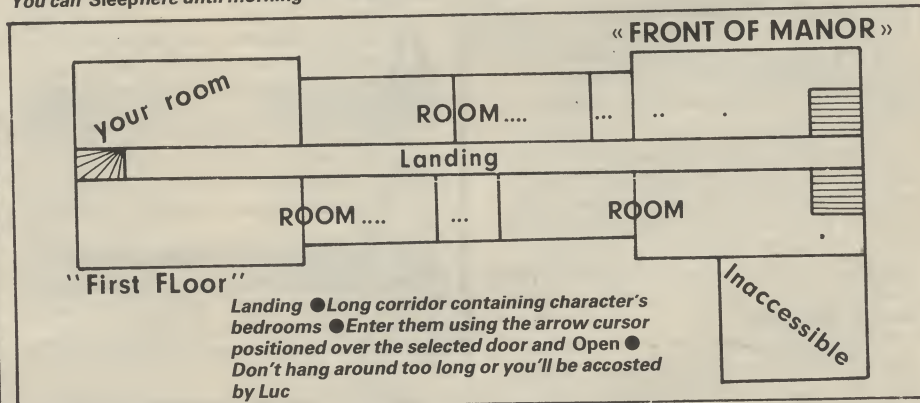
Hall ● First room you see when you enter the manor ● Max hangs out here

Your bedroom ● Place of sanctuary and rest ● You can Sleephere until morning

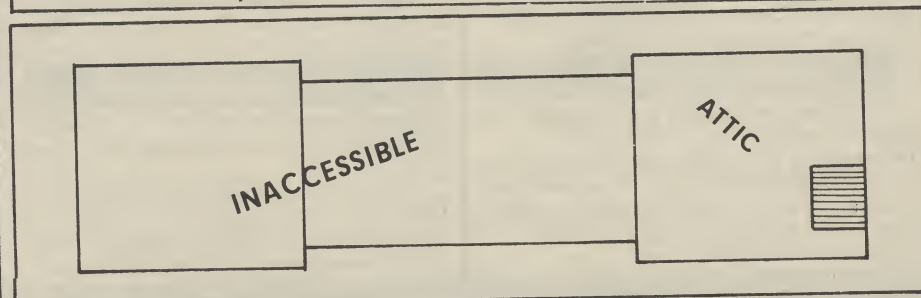
Kitchen ● Plenty to Lookat ● Max can be found here

Cellar ● A dank place ● Strange symbols in pillar supports

Bureau ● Papers, paper everywhere ● There are blocks to Read and Leo uses this as his research room



Landing ● Long corridor containing character's bedrooms ● Enter them using the arrow cursor positioned over the selected door and Open ● Don't hang around too long or you'll be accosted by Luc



Attic ● Full of interesting — if not relevant — bric-a-brac
Inaccessible ● Secrets you'd rather not know anything about

The well (at back of manor) ● Deep and dark ● The only place of interest outside the manor ● Don't wander too far or you could be hit by an avalanche

Q LINK

Aquanaut 471

— under the doomed sea

The undersea cities of the 21st century form the waterscape against which **Aquanaut 471 — Under the Doomed Sea** is set.

You play the Aquanaut, a high ranking member of the Oceanic Federation — dedicated to keeping the peace — and spending all your time patrolling the city domes. You start the game in a submarine bound for a research station.

A mysterious call for help, from Service Droid Huey-14, draws you there but the transmission was terminated before he got any further than "Agggh!" — probably a bad or changed medium. Something mysterious and deadly is happening at the dome — probably a terminal attack of bad programming. Your job is to find the problem and eliminate it.

The screen comprises three parts. The top line tells you where you are and directions in which you can go, the middle part of the screen shows you where you are (in slowly drawn and barely recognisable graphics) and the bottom half is the command window.

Commands are typed in using one-character keys such as *D* for dive and *L* for look. The cursor keys or joystick can also be used to move the sub in the cardinal compass points. You can also type in (very) simple sentences.

The game, according to Microdeal, contains many baffling mazes in which directions are 'not as they seem.' What this seems to mean is there's no logic to the game. The author of the manual, who is to literature what a donkey is to steeplechasing, gives some clues on how to map out a maze. "Drop one of your objects and then move away from it. Then when you find it again you should be able to draw the path that got you there". Wise, if bungled, prose but it's advice which works well on paper but not in practice.

Greater witless gems follow when the author discusses the *Save* option. "You will probably find yourself being killed often. Happily this is not permanent. You are just sent back to the beginning of the story." You can, however, save your position on cartridge at any point by typing *Save* and the drive number. Shame if you have a disc system.

If you've still got the strength you can pick up objects, such as a blaster, which will be of use in your conquest of the dome. A simple sentence, beginning with *Get* is all that's required. The game will accept an 'and' conjunction but ignore everything after it.

Microdeal has done its best to make you leave its package on the shelf. The packaging is unexciting, the instruction booklet is photocopied and the adventure is boring. If it's the best Microdeal can do then I don't feel particularly optimistic about its continued survival.

Publisher Microdeal
Price £14.95
Joystick
★★

Pro Pascal

Prospero, like its Shakesperian counterpart, still practices its art on the QL despite Amstrad's curse on the machine.

The company's latest language compiler package, **Pro Pascal**, promises to be a solid seller with no great surprises.

Pro Pascal consists of a boot Rom, three microdrive cartridges and a massive manual. The cartridges contain the language linker, run-time library and configuration programs. They do not, however, contain an ASCII editor. You'll have to buy, or write, one before you create any Pascal source files.

The two-pass compiler produces binary object code in a simple but time consuming process. Microdrive 1 takes the compiler cartridges while Microdrive 2 takes your source code. You then specify your compile options. You can dump error messages to a file, check the range of

```
PROCEDURE upper (fch: char);
BEGIN
  IF fch IN ['A'..'Z'] THEN
    writeln (output, 'Upper case');
  END {upper};
```

A short piece of code, called a header, defines the variables which will be used in the program

indexes, assignments and pointers, produce a source listing, and represent real constants in double precision. The compiler can also be set to accept only strict ISO standard Pascal.

Source errors are listed on the screen, usually during the first compile-time pass, and can be output to a Microdrive file. Error messages comprise a source line number an error code and a listing of the fouled line. An additional error explanation appears if you invoke the text file *Propas Err*. Common errors include illegal variable declarations, improper Pascal structures and insufficient memory on Ram of device.

When the second pass is complete the

compiler displays the name of the new binary file and the bytes used by code and data.

The compiled object code — resident in Microdrive — is then linked into the Pascal program library from which several routines are added to it. The linker can also be used to collate several source-file modules into one program.

Object code is position independent, re-entrant and can be burnt on to Rom. The full 24-bit address range of the 68000 processor is used for both code and data so

```
program = program-heading ";" block ";"
program-heading =
  "PROGRAM" identifier [ "(" global-parameter-list ")" ]
global-parameter-list = identifier-list
identifier-list = identifier { "," identifier }
```

Pascal programs are often structured in procedures, each of which has a function

that large programs can be developed and strung together using the linker.

The package's Rom cartridge, or a copy of the Prospero Resident Library in Ram, must be operative before you can run your object code. The library contains machine-code routines which are required by all Pascal programs. If you accidentally power up the QL without the Rom plugged in the back you can invoke a copy of the library from Microdrive into Ram.

Pro Pascal is a powerful language but pulls no punches over its only serious rival on the market, Metacomco's **Pascal Development Kit**.

There is little to choose between the two packages although the Metacomco **Pascal** contains a ASCII source editor and does not involve so much cartridge swapping.

Metacomco has the edge if you're looking for a beginners package but, after that, there's no way to separate the language programs — both are good.

Publisher Prospero Software, 190
Castelnau, London SW13 9DH
Price £99.95
★★★★★

Lost Pharoah

Armed with your rusty blunderbus and protected by a pith helmet you step into the cool, sandstone shade of the tomb.

It's dark inside, but light enough for you to see the snakes that hiss for a taste of your blood and the scorpions that flick their barbed tails in the air, probing for a feel of your flesh.

The corridors and caverns of the lost pharaoh's tomb are dotted with recesses where its guardians slip and slither. Your endless supply of shot will kill them but, get too close and the monsters will take one of your five lives.

Clamber through the wide exits in the passage walls to get from one part of the tomb to another. You're on a hunt for the keys that unlock sealed entrances. One of those entrances unlocks the Pharaoh's treasure room, but you'll have to find all the keys which are stored in alcoves in the walls.

The plot's well-worn, but the action is fast enough to take your mind off the game's failings. If Talent is willing to treat **Lost Pharoah** as a bit of innocent fun then so must we — despite the extravagant price.

Lost Pharoah may be old-straw-hat by Spectrum standards, but on the QL its like a refreshing breath of foul air.



Publisher Talent
Price £14.95
Joystick
★★★★

QEP III Advanced EPROM Programmer

The **QEP III** EPROM programmer was designed specifically to meet the need for a highly reliable means of programming EPROMS. It is cased, with resident firmware in ROM and fits in the QL expansion slot or an expansion unit.

QEP III provides verification of EPROMS at 4V 4.3V 4.7V 5V 5.3V 5.7V and 6V: under and over voltage verification is essential for reliable EPROM service. It also features fast programming at voltages of 12.7V, 21V and 25V.

QEP III can program 16k to 512k EPROMs with standard pinouts, or the data and address pins may be re-assigned for ease of PCB layout.

QEP III can program EPROMs for multiple EPROM sets without any need to reload the data and it can program just part of an EPROM.

QEP III is fully menu driven, making it not only powerful but easy to use.

QMON Monitor Debugger

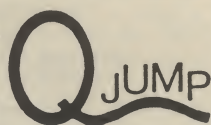
QMON II is the debugger for the QL: only **QMON II** has all the features essential for effective machine code debugging.

QMON II has single line assembler/disassembler — not just the simple disassembler of other monitors, but a complete memory editing MC6800 assembler for correcting or patching code.

QMON II has comprehensive trace facilities — not just single stepping, but multi stepping, invisible trace, back trace and a macro command executable every trace step. You can trace to a printer or a file.

QMON II has comprehensive breakpoints — not just on instruction addresses, but on register values and memory values as well. With the invisible trace, you can even breakpoint ROM.

QMON II has pull-down windows — not just the fixed windows of other monitors but windows that restore the QL's screen after use, so that **QMON** can be used with programs that use the screen themselves.



Det S1
24 King Street
Rampton
Cambs
CB4 4QD
0954 50800

QMON II Mdv/5¼"	£19.95
QTK II ROM/Mdv/5¼"	£34.50
GRAM Mdv/5¼"	£14.95
QEP III	£115.00
QFLP (MP) bare EPROM	£14.95

Please add £2.00 for 3½" disk.
All prices include VAT at 15%.

QTK II Super Toolkit

QTK II, the QL Super Toolkit, is a rewritten version of the original QL Toolkit.

QTK II has full networking for file serving, messaging etc., **PRINT_USING**, wild card copying, deletion etc., programmable keys, last line recall, SuperBASIC editor, default directories, alarm clock etc., etc., etc.

Essential for all serious QL program developers and educational establishments, it is available in ROM and (in a configurable form but without the network facilities) on Microdrive or floppy disc.

GRAM RAM Based Utilities

GRAM is not just another fast RAM disk for the QL. **GRAM** is a set of utilities to get the most out of your expansion RAM.

GRAM includes a dual function RAM disk, a general purpose printer buffer, an instant access print spooler, resident file system maintenance utilities and more besides. All are designed specifically to multitask even with the PSION programs.

QFLP Upgrade

QJUMP is the foremost supplier of QL floppy disk interface software. Upgrade your Sinclair/Micro Peripherals disk interface to the standard.

For more information on these and other **QJUMP** products, please send an SAE.

If your QL dealer does not have the products you require, you may order direct, using ACCESS/Mastercard or cheque with order. Please add £1.00 pp (UK) or £2.00 pp (UK) for ROM version QTK II.

TRANSFORM LTD. Computer Accessories



- Fully Interlocking
- Hold 20 cartridges

MICRODRIVE STORAGE BOX

Box + 10 cartridges	£22.45p
Box + 20 cartridges	£39.95p

- Microdrive storage box is available from W.H. Smith, John Menzies and Spectrum.

MICRODRIVE CARTRIDGES

10 Microdrive cartridges	£17.50p
--------------------------	---------

DUST COVERS

QL Dust Covers	£5.00p
Spectrum +	£4.00p
Amstrad Keyboard	£4.00p
Amstrad Monitor	£4.00p

DISKS

3½" S/S S/D	£2.70p
3½" D/S D/D	£3.00p
5¼" S/S S/D	£1.50p
5¼" D/S D/D	£1.70p

DURADATA PRINTOUT BINDERS

5511 12" x 8½" - 9¾"	£2.45p
5556 11" x 14½"	£2.79p
5455 11" x 14½" - 15 5/16"	£2.99p

Available in black, blue, green, red & yellow.

DISK STORAGE BOXES

3" Box (holds 20 disks)	£13.25p
3" Box (holds 40 disks)	£17.00p
3½" Box (holds 40 disks)	£13.25p
3½" Box (holds 80 disks)	£17.00p
5¼" Box (holds 40 disks)	£15.75p
5½" Box (holds 80 disks)	£19.00p



- LOCKABLE
- BROWN TINTED REMOVABLE LID
- DIVISIONS & INDEX TABS

SPECTRUM RGB INTERFACE

RGD Interface (TV / MONITOR)	£45
------------------------------	-----

- Please add £1.00 postage and packing.



TRANSFORM LTD. (Dept. SU) 089 283 4783
Lucks Lane, Paddock Wood, Kent TN12 6QL.



MEGATRON

We didn't have a game last month, so here's one from Steven Day of the West Midlands.

Megatron isn't that complex and it doesn't even have stunning arcade-quality graphics. But it is addictive!!! And it's not that long.

All you have to do is collect the fruit, and that's it! Oh, you must mind out for the other sort of crate things, because they kill you...

All controls are explained in the program, and it's simple to play, so what are you waiting for? Type it in

```

1 PAPER 0: BORDER 0: CLS : PO
KE 23562,1: LET z=0: LET q=0: LE
T k=0: LET lvs=4: LET b=1: INPUT
"Do you want instructions?"; LI
NE d$: IF d$="y" THEN GO SUB 97
00: IF d$="n" THEN GO TO 2: GO
TO 1
2 REM GAME
3 RESTORE : INK 1: PAPER 1::
BORDER 1: CLS : INK 7: PAPER 7:
CLS : FOR a=18 TO 21: FOR c=0 TO
31: PRINT AT a,c; INK 1;"gsp":
NEXT c: NEXT a:
4 PRINT AT 19,0; INK 6; PAPER
1;"Score ";z
5 PRINT AT 19,14; INK 6; PAPE
R 1;"High score ";q
6 PRINT AT 20,0; INK 6; PAPER
1;"Objects ";k
7 PRINT AT 20,14; INK 6; PAPE
R 1;"Lives left ";lvs
8 FOR a=USR "a" TO USR "c"+7:
READ v: POKE a,v: NEXT a: DATA
60,126,165,126,60,24,24,60,60,24
,60,90,102,102,90,126,8,16,126,2
55,255,255,126,60
14 FOR a=0 TO 31
15 PRINT AT 0,a; PAPER 6; INK
b;"g6"
17 NEXT a
20 FOR a=0 TO 18
25 PRINT AT a,31; PAPER 6; INK
b;"g6"
27 NEXT a
30 FOR a=31 TO 0 STEP -1
35 PRINT AT 18,a; PAPER 6; INK
b;"g6"
37 NEXT a
40 FOR a=18 TO 0 STEP -1
45 PRINT AT a,0; PAPER 6; INK
b;"g6"
47 NEXT a
48 DATA 2,4,2,5,2,6,2,7,2,8,2,
9,2,10,2,11,2,12,2,13,2,14
49 DATA 3,1,3,2,5,3,5,5,5,7,5,
9,5,11,7,3,7,5,7,7,9,7,13
50 DATA 9,1,9,2,9,5,9,8,9,11,1
1,4,11,5,11,6,11,7,11,8,11,9,11,
10,11,11,11,12,11,13,11,14
51 DATA 13,1,13,2,13,3,13,4,13
,5,13,6,13,7,13,8,13,9,13,10,13,
11,13,12,15,4,15,5,15,6,15,7,15,

```

```

8,15,9,15,10,15,11,15,12,15,13
52 DATA 15,14,2,15,11,15,15,15
53 DATA 3,15,4,15,5,15,6,15,7,
15,8,15,9,15,10,15,12,15,13,15,1
4,15,16,15
54 DATA 2,27,3,16,3,17,3,18,3,
23,3,25,4,19,4,20,4,30,5,16,5,20
,5,21,5,22
55 DATA 6,22,6,23,6,24,7,17,7,
18,7,24,7,25,7,26
56 DATA 8,27,8,28,9,20,9,21,9,
22,9,24,10,26,11,17,11,18,11,19,
11,21
57 DATA 12,28,13,20,13,23,13,2
5,14,26,15,17,15,18,15,20,15,21,
15,22
58 DATA 10,29,11,29,12,29,13,2
9,14,29,15,29,16,29,7,22,8,22
60 DATA 2,1,4,14,14,1,8,11,12,
14,1,27,4,16,5,23,6,25,8,20,16,1
6,16,22,16,30
61 DATA 16,2,10,5,10,6,10,7,10
,8,10,9,10,10,10,11,2,16,2,18,3,
30,4,22,5,24,6,17,6,26,8,21,11,1
6,13,22,15,19,16,23,16,24,16,25,
16,26,16,27,16,28
80 FOR a=1 TO 62: READ s: READ
t: PRINT AT s,t; INK 1; PAPER 7
;"g3": NEXT a
82 FOR a=1 TO 3: READ s: READ
t: PRINT AT s,t; INK 1;"g7": NEX
T a
83 FOR a=1 TO 12: READ s: READ
t: PRINT AT s,t; INK b; PAPER 7
;"5": NEXT a
84 FOR a=1 TO 42: READ s: READ
t: PRINT AT s,t; INK 1;"g3": NE
XT a
85 FOR A=1 TO 9: READ s: READ
t: PRINT AT s,t; INK 1;"g5": NEX
T a
86 PRINT AT 10,29; INK 1;"g7";
AT 6,22; INK 1;"g7"
88 FOR a=1 TO 13: READ s: READ
t: PRINT AT s,t; INK 2; PAPER 7
;"C": NEXT a
90 FOR a=1 TO 25: READ s: READ
t: PRINT AT s,t; INK 3; PAPER 7
;"B": NEXT a
130 FOR a=1 TO 30
135 PRINT AT 17,a; PAPER 7; INK
b;"gsp"
137 NEXT a
140 PRINT AT 16,14; INK 1;"A"
145 LET x=16: LET y=14
146 PRINT AT x,y; INK 1;"A"
150 IF ATTR (x+1,y)<>57 THEN G
O SUB 7300
151 LET a$=INKEY$: IF a$="" THE
N GO TO 151
152 PRINT AT x,y;" "
155 IF IN 31=2 OR IN 31=10 OR I
N 31=6 OR a$="q" THEN LET y=y-1
: IF ATTR (x,y)=57 THEN LET y=y
+1
157 IF y<1 THEN LET y=1
158 IF IN 31=1 OR IN 31=9 OR IN
31=5 OR a$="w" THEN LET y=y+1:
IF ATTR (x,y)=57 THEN LET y=y-
1
159 IF y>30 THEN LET y=30
160 IF ATTR (x,y)=58 THEN GO S
UB 8000
161 IF ATTR (x,y)=59 THEN GO S
UB 8100
163 BEEP .005,-10: PRINT AT x,y
; INK 1;"A": PAUSE 4: IF ATTR (x
,y)<>57 THEN LET x=x+1
164 IF IN 31=18 OR IN 31=26 OR
IN 31=22 OR a$="o" THEN GO SUB
7000
165 IF IN 31=17 OR IN 31=25 OR
IN 31=21 OR a$="p" THEN GO SUB
7100
166 IF IN 31=16 OR a$="m" THEN
GO SUB 7200

```

```

168 GO TO 146
7000 REM
7001 REM jump left
7002 REM
7010 FOR a=0 TO 1
7011 PRINT AT x,y;" "
7012 IF x=1 THEN GO TO 7020
7014 LET x=x-1
7015 IF ATTR (x,y)=58 THEN GO S
UB 8000
7016 IF ATTR (x,y)=59 THEN GO S
UB 8100
7017 IF ATTR (x,y)=57 THEN LET
x=x+1: GO TO 7020
7018 BEEP .005,a+10: PRINT AT x,
y; INK 1;"A"
7019 PAUSE 4: NEXT a
7020 FOR a=0 TO 1
7021 PRINT AT x,y;" "
7022 LET y=y-1
7023 IF ATTR (x,y)=58 THEN GO S
UB 8000
7024 IF y=1 OR y=0 THEN LET y=1
: GO TO 7030
7025 IF ATTR (x,y)=59 THEN GO S
UB 8100
7026 IF ATTR (x,y)=57 THEN LET
y=y+1: GO TO 7030
7027 BEEP .005,-10: PRINT AT x,y
; INK 1;"A"
7029 PAUSE 4: NEXT a
7030 FOR a=11 TO 0 STEP -1
7031 PRINT AT x,y;" "
7032 LET x=x+1
7033 IF ATTR (x,y)=58 THEN GO S
UB 8000
7034 IF ATTR (x,y)=59 THEN GO S
UB 8100
7035 IF x=16 THEN RETURN
7036 IF ATTR (x,y)=57 THEN LET
x=x-1: GO TO 146
7037 BEEP .005,a : PRINT AT x,y;
INK 1;"A"
7039 PAUSE 4: NEXT a
7040 RETURN
7097 REM
7098 REM jump right
7099 REM
7100 FOR a=0 TO 1
7102 PRINT AT x,y;" "
7103 IF x=1 THEN GO TO 7110
7104 LET x=x-1
7105 IF ATTR (x,y)=58 THEN GO S
UB 8000
7106 IF ATTR (x,y)=59 THEN GO S
UB 8100
7107 IF ATTR (x,y)=57 THEN LET
x=x+1: GO TO 7110
7108 BEEP .005,a+10: PRINT AT x,
y; INK 1;"A"
7109 PAUSE 4: NEXT a
7110 FOR a=0 TO 1
7111 PRINT AT x,y;" "
7112 LET y=y+1
7114 IF y>30 THEN LET y=30: GO
TO 7120
7115 IF ATTR (x,y)=58 THEN GO S
UB 8000
7116 IF ATTR (x,y)=59 THEN GO S
UB 8100
7117 IF ATTR (x,y)=57 THEN LET
y=y-1: GO TO 7120
7118 BEEP .005,-10: PRINT AT x,y
; INK 1;"A"
7119 PAUSE 4: NEXT a
7120 FOR a=9 TO 0 STEP -1
7121 PRINT AT x,y;" "
7122 LET x=x+1
7123 IF ATTR (x,y)=58 THEN GO S
UB 8000
7124 IF x=16 THEN GO TO 146
7125 IF ATTR (x,y)=59 THEN GO S
UB 8100
7126 IF ATTR (x,y)=57 THEN LET
x=x-1: GO TO 146
7128 BEEP .005,a: PRINT AT x,y;

```



```

INK 1;"A"
7129 PAUSE 4: NEXT a
7140 RETURN
7200 REM
7201 REM      jumpup/down
7202 REM
7210 FOR a=0 TO 2
7211 PRINT AT x,y;" "
7212 LET x=x-1
7214 IF x=0 THEN LET x=1: GO TO 7220
7215 IF ATTR (x,y)=58 THEN GO S
UB 8000
7216 IF ATTR (x,y)=58 THEN GO S
UB 8000
7217 IF ATTR (x,y)=57 THEN LET
x=x+1: GO TO 7220
7218 BEEP .005,a: PRINT AT x,y;
INK 1;"A"
7219 PAUSE 4: NEXT a
7220 FOR a=3 TO 0 STEP -1
7221 PRINT AT x,y; INK 1;"A": PR
INT AT x,y;" "
7222 LET x=x+1
7223 IF ATTR (x,y)=58 THEN GO S
UB 8000
7224 IF x=16 THEN GO TO 146
7225 IF ATTR (x,y)=59 THEN GO S
UB 8100
7226 IF ATTR (x,y)=57 THEN LET
x=x-1: GO TO 146
7227 BEEP .005,a: PRINT AT x,y;
INK 1;"A"
7228 PAUSE 4: NEXT a
7230 RETURN
7299 REM
7300 REM      fall
7301 REM
7310 FOR a=13 TO 0 STEP -1
7315 PRINT AT x,y;" "
7320 LET x=x+1
7325 IF ATTR (x,y)=58 THEN GO S
UB 8000
7327 IF ATTR (x,y)=59 THEN GO S
UB 8100
7330 IF ATTR (x,y)=57 THEN LET
x=x-1: GO TO 146
7360 BEEP .005,a: PRINT AT x,y;
INK 1;"A"
7380 PAUSE 4: NEXT a
7390 RETURN
8000 PRINT AT x,y; INK 1;"A"
8001 LET k=k+1: LET z=z+10
8002 IF z=3500 THEN GO TO 9800
8003 IF z>q THEN LET q=z
8004 PRINT AT 19,6; PAPER 1; INK
6;z
8005 PRINT AT 19,25; PAPER 1; IN
K 6;q
8006 PRINT AT 20,8; PAPER 1; INK
6;k
8007 PRINT AT 20,25; PAPER 1; IN
K 6;lvs
8008 BEEP .05,10
8010 IF k=13 THEN LET lvs=lvs+1
8011 IF k=13 THEN LET k=0: GO T
O 3
8012 PRINT AT x,y;" "
8013 RETURN
8017 PRINT AT x,y;" "
8100 BEEP .1,-15
8105 IF lvs=0 THEN LET z=0
8107 IF lvs=0 THEN LET k=0
8108 IF lvs=0 THEN LET lvs=4: G
O TO 9000
8114 LET lvs=lvs-1
8115 LET k=0
8120 GO TO 3
9000 PRINT AT 10,11; INK 1; PAPE
R 5; FLASH 1;"GAME OVER";AT 12,5
;"PRESS 0 TO PLAY AGAIN";AT 14,8
;"PRESS 9 TO ABORT"
9010 LET f$=INKEY$
9015 IF f$="" THEN GO TO 9010
9020 IF f$="0" THEN GO TO 2: ST
OP

```

```

9025 IF f$="9" THEN GO TO 9999
9030 IF f$<>"9" OR f$<>"0" THEN
GO TO 9015
9700 INK 6: PAPER 0: BORDER 0: C
LS : LET a$=" You are a Megatron
droid who has been punished b
y the gods You are in a never
ending chain of repetitive caves
The only way to esc
ape is to amass a score great
er than 3499 by collecting the r
are grain fruits which litter
the caves
GOOD LUC
K (Your gonna n
eed it)"
9710 FOR a=1 TO LEN a$
9720 PRINT a$(a TO a);: IF a$(a
TO a)="" THEN GO TO 9740
9730 PAUSE 1: BEEP .002,57
9740 NEXT a
9750 PRINT AT 14,0;"Interface 2,
Ram Turbo compatible"
9760 PRINT AT 16,0;"Q-Left
W-Right O-Jump le
ft P-jump right"
9770 PRINT AT 19,12;"M-Jump up"
9780 PAUSE 350: GO TO 2
9800 INK 6: PAPER 0: BORDER 0: C
LS : PRINT AT 10,8;"CONGRATULATI
ONS"
9801 DATA 0,3,2,3,4,3,5,5,0,6,5,
3,4,3,5,3,7,5,2,6,5,3,4,3,5,3,9,
3,5,7,1,5,7,4,5,3,5,3,4,3,2,4,4,
4,5,9
9802 FOR x=0 TO 21: PRINT AT 10,
8;"CONGRATULATIONS": READ b: REA
D a: BEEP a/14,b: NEXT x
9809 INK 6: PAPER 0: BORDER 0: C
LS : LET a$="CONGRATULATIONS
Your free
OI'm sorry if your

```

WE WANT YOU NOW!

If you have an original program or routine *Sinclair User* would love to see it. Offerings supplied on tape, with an explanation and preferably a listing as well, which are interesting enough not to fill us with instant boredom could be worth big money. Well, middle-sized money, anyway.

Send your offerings now to: Printout, Sinclair User, EMAP, 30-32 Farringdon Lane, London EC1R 3AU

joystick is broken or your fingers are about to drop off but you would insist on completing the game"

```

9810 FOR a=1 TO LEN a$
9820 PRINT a$(a TO a);: PAUSE 1:
IF a$(a TO a)="" THEN GO TO 9
840
9830 BEEP .002,57
9840 NEXT a
9850 GO TO 9000
9999 INK 0: PAPER 7: BORDER 7: C
LS

```

THE FILER

Here's a really neat little program from Lea Pearson of Nottingham. As you may have guessed, it's a filing program. This program stores files in memory which can be saved to tape for future use. Also the program will allow you to destroy files, view the file of your choice, and even print out a hard copy. Text can only be about one screen long though.

To alter the number of files which can be stored, you can change the values of the *Dim* statements in Lines 3, 4 and 5. The first number is the number of files, the second is the number of characters.

```

1 REM )))BY LEA PEARSON)))
2 REM ***INITIALISE*** BORDER
0: PAPER 0: INK 9: CLS
3 BORDER 0: PAPER 0: INK 9: C
LS : DIM a$(10,640)
4 DIM F$(10,10)
5 DIM G$(10,100)
6 LET COUNT=0
7 DIM Q(10,3)
8 FOR N=1 TO 10: LET A$(N)=""
: LET F$(N)="" : LET G$(N)="" : NE
XT N
9 LET FILE=1
10 REM )))GET PASSWORD AND NAM
E)))
20 PRINT : PRINT "PLEASE ENTER
PASSWORD THEN NAME"
30 INPUT C$
35 IF C$<>"GVTTT" THEN PRINT
"YOU CANNOT PASS": POKE 23635,0
40 IF C$="GVTTT" THEN PRINT "
O.K YOU MAY PASS": GO TO 100
100 REM )))MAIN PROG)))
101 REM )))MENU)))
102 CLS
103 PRINT AT 0,6; INVERSE 1;"M
A I N M E N U"
104 PRINT : PRINT : PRINT
110 PRINT : PRINT TAB 6;"1.CREA
TE FILE"
120 PRINT : PRINT TAB 6;"2.DEST
ROY A FILE"
130 PRINT : PRINT TAB 6;"3.PRIN

```

GRAPHICS IN PRINTOUT

Underlined capital letters in any of the listings are user-defined graphics characters. To type them in go into Graphics Mode and press the corresponding letter


```

T OUT A FILE"
140 PRINT : PRINT TAB 6;"4.LOOK
AT A FILE"
145 PRINT : PRINT TAB 6;"5.SAVE
FILES TO TAPE"
146 PRINT : PRINT TAB 6;"6.LOAD
FILES FROM TAPE"
150 PRINT : PRINT : PRINT : PRI
NT TAB 8;"SELECT OPTION:-"
160 IF INKEY$="1" THEN GO TO 1
000
170 IF INKEY$="2" THEN GO TO 2
000
180 IF INKEY$="3" THEN GO TO 3
000
190 IF INKEY$="4" THEN GO TO 4
000
195 IF INKEY$="5" THEN GO TO 5
000
196 IF INKEY$="6" THEN GO TO 6
000
200 IF INKEY$=" " THEN POKE 23
635,0
201 LET N=1
210 GO TO 160
1000 REM )))CREATE FILE)))
1001 CLS
1002 PRINT AT 0,0;"FILES";: FOR
N=1 TO 10: IF A$(N)="" THEN PRI
NT N;" ";: NEXT N: PRINT " ARE L
EFT"
1003 IF FILE>10 THEN PRINT "NO
ROOM FOR FILE": PAUSE 0: GO TO 1
00
1010 INPUT AT 0,0;"PLEASE GIVE T
HE NAME OF YOUR FILE";G$(FILE)
1020 INPUT AT 0,0;"PLEASE ENTER
DATE(IN NUMBERS SEPARATED BY '/'
";F$(FILE)
1030 INPUT AT 0,0;"PLEASE ENTER
TEXT FOR FILE";A$(FILE)
1040 PAUSE 0: CLS : LET FILE=FI
LE+1: GO TO 100
2000 REM )))DESTROY FILE)))
2001 CLS :
2010 PRINT AT 0,6; INVERSE 1;"DE
STROY FILE"
2020 PRINT : PRINT : PRINT "ENTE
R FILE NUMBER TO BE DESTROYED OR
'0' TO RETURN TO MAIN MENU"
2030 IF INKEY$="1" THEN LET A$(
1)="" : LET F$(1)="" : LET G$(1)=""
": CLS : GO TO 100
2040 IF INKEY$="2" THEN LET A$(
2)="" : LET F$(2)="" : LET G$(2)=""
": CLS : GO TO 100
2050 IF INKEY$="3" THEN LET A$(
3)="" : LET F$(3)="" : LET G$(3)=""
": CLS : GO TO 100
2060 IF INKEY$="4" THEN LET A$(
4)="" : LET F$(4)="" : LET G$(4)=""
": CLS : GO TO 100
2070 IF INKEY$="5" THEN LET A$(
5)="" : LET F$(5)="" : LET G$(5)=""
": CLS : GO TO 100
2080 IF INKEY$="6" THEN LET A$(
6)="" : LET F$(6)="" : LET G$(6)=""
": CLS : GO TO 100
2090 IF INKEY$="7" THEN LET A$(
7)="" : LET F$(7)="" : LET G$(7)=""
": CLS : GO TO 100
2100 IF INKEY$="8" THEN LET A$(
8)="" : LET F$(8)="" : LET G$(8)=""
": CLS : GO TO 100
2110 IF INKEY$="9" THEN LET A$(
9)="" : LET F$(9)="" : LET G$(9)=""
": CLS : GO TO 100
2120 IF INKEY$="0" THEN LET A$(
10)="" : LET F$(10)="" : LET G$(10
)="" : CLS : GO TO 100
2130 IF INKEY$="M" THEN CLS : G
O TO 100:
2140 IF INKEY$=" " THEN POKE 23
635,0
2150 GO TO 2030
3000 REM )))PRINT OUT FILE)))

```

```

3001 CLS
3010 INPUT AT 0,0;"PLEASE MAKE S
URE THAT PRINTER IS ON THEN INPU
T FILE TO BE PRINTED OUT:-";A
3020 PRINT "HIT ANY KEY TO BEGIN
"
3025 PAUSE 0
3030 LPRINT AT 0,24;F$(A): LPRIN
T AT 2,0;G$(A): LPRINT AT 4,5;A$
(A): PRINT : PRINT : PRINT "HIT
ANY KEY TO RETURN TO MENU": PAUS
E 0: GO TO 100
4000 REM )))LOOK AT A FILE)))
4001 CLS
4010 INPUT AT 0,0;"PLEASE ENTER
FILE TO BE LOOKED AT";FILE
4011 IF FILE=0 THEN CLS : GO TO
100
4012 FOR N=1 TO 10: IF A$(N)<>"

```

```

THEN LET COUNT=COUNT+1: NEXT N
4013 PRINT AT 0,0;COUNT;" FILES
IN USE"
4020 CLS : PRINT AT 0,20;F$(FILE
): PRINT AT 2,0;G$(FILE): PRINT
AT 4,5;A$(FILE): PAUSE 200: POKE
23692,23
4030 PAUSE 0: CLS : GO TO 100
5000 REM )))SAVE TO TAPE)))
5001 CLS
5010 INPUT AT 0,0;"NAME FOR FILE
";R$: SAVE R$ DATA A$(): SAVE R$
DATA F$(): SAVE R$ DATA G$()
5020 PAUSE 0: CLS : GO TO 100
6000 REM )))LOAD FILE)))
6001 CLS
6010 LOAD "" DATA A$(): LOAD ""
DATA F$(): LOAD "" DATA G$(): PA
USE 0: CLS : GO TO 100

```

TEXT PRINTER

Text Printer — from Stuart Box in Oxon — is, as you may have guessed, a text printer. It can be used to design pages of text with large or small characters, underlined or not. You can even load in screens from *Paintbox* and write over them, or so the instructions say. John Gilbert ran off with our copy so we couldn't test that bit.

It's dead simple. All you have to do is use the commands which you can read in the listing

```

1 POKE 23658,8
5 LET Y=0
6 LET SI=0
10 CLS
20 PRINT AT 10,2;"PRESS ""I""
FOR INSTRUCTIONS."" OR ANY OTH
ER KEY TO CONTINUE." : PAUSE 0: I
F INKEY$="I" THEN GO SUB 3000
25 LET INV=0: LET Y=0: LET X=0
: LET X5=0: LET Y2=0: LET HEIG=5
: LET LENG=5: LET PAP=7: LET INK
=0: LET BRI=0: LET FLA=0
30 CLS
40 GO SUB 9000
500 GO TO 4000
1000 INPUT LINE K$
1002 IF SPAC=1 THEN DIM Y$(1,LE
N K$*2): LET CON=1: FOR Z=1 TO L
EN K$*2 STEP 2: LET Y$(1,Z)=K$(C
ON): LET CON=CON+1: NEXT Z: LET
K$=Y$(1)
1005 FOR Z=1 TO LEN K$
1010 LET X=X5+Z-1: LET Y=Y2
1060 LET I$=K$(Z)
1065 GO SUB 1140
1070 NEXT Z
1080 RETURN
1140 IF X>31 OR X<0 OR Y<0 OR SI
+Y>24 OR I$>" OR I$<" THEN PRIN
T AT 0,32
1150 LET CS=(PEEK 23606)+((PEEK
23607)*256)
1160 LET C=CODE I$
1170 LET CP=CS+(C*8)
1180 GO SUB 1300
1190 LET CO=0
1200 FOR S=1 TO SI
1210 FOR N=0 TO 7
1220 LET POS=16384+((Y-F)*32)+Y1
+X+(N*256)
1230 IF CO=SI THEN LET CP=CP+1:
LET CO=0
1240 LET CO=CO+1
1250 POKE POS,PEEK CP
1260 NEXT N
1270 LET Y=Y+1
1280 IF Y=8 OR Y=16 THEN GO SUB
1300

```

```

1290 NEXT S
1295 RETURN
1300 LET Y1=INT (Y/8)
1310 LET F=Y1*8
1320 LET Y1=Y1*2048
1330 RETURN
3000 REM HELP
3010 CLS : LET SI=2: LET Y2=0: L
ET X5=2: LET SPAC=1: LET K$="INS
TRUCTIONS." : GO SUB 1002
3020 GO SUB 9100
3030 PRINT AT 2,2;"THIS PROGRAM
IS DESIGNED TO MAKE SCREENS TO
DUMP TO ZX OR ALPHACOM TYPE P
RINTERS, OR TAPE RECORDER."
3050 PRINT AT 6,0;"""COPY"" WILL
COPY THE SCREEN.""""""SAVE"" WIL
L SAVE THE SCREEN.""""""SET UP""
WILL SET UP HEIGHT &
SPACING.""""""INPUT"" WILL ALLOW
YOU TO TYPE IN TEXT."
3060 PRINT """"UNDERLINE"" WILL U
NDERLINE THE LATEST
TEXT.""""""POSITION"" WILL SET U
P X & Y ETC""""DELETE"" DELETES
THE SET AREA.""""""FILL"" WILL C
OLOUR THE SET AREA."
""""COLOUR"" WILL SET UP THE COL
OURS""""CLS"" WILL CLEAR THE SC
REEN.""""""HELP"" WILL PRINT THIS
PAGE." : GO AT 0,0;""""END"" WILL
STOP THE PROGRAM."
3065 PRINT AT 21,0;""""LOAD"" WIL
L LOAD A SCREEN$."
3070 PRINT GO AT 1,5; INVERSE 1;
" PRESS ""C"" TO COPY "
3075 PAUSE 0: IF INKEY$="C" THEN
COPY : LPRINT """"END"" WILL ST
OP THE PROGRAM."
3080 CLS : PRINT " YOU CAN JUST
TYPE THE FIRST ""THREE CHARACTE
RS OF A COMMAND, IF YOU WISH."
3090 PRINT " YOU CAN LOAD IN A N
EW CHARACTERSET FOR USE, THIS WA
Y YOU CAN DOGRAPHICS. (EG. 23606
& 23607)"
3092 PRINT "YOU CAN LOAD IN SCRE
ENS DESIGNED ON A SCREEN DESIGNER

```



```

PROGRAM, LIKE "PAINTBOX"
" WRITTEN BY STUART BOX. 1986."
3095 PRINT 0; AT 1,5; INVERSE 1;
" PRESS "C" TO COPY "
3098 PAUSE 0: IF INKEY$="C" THEN
COPY
3100 PAUSE 0: CLS : RETURN
4000 INPUT PAPER 4;" > "; PAPER
7;" "; LINE C$
4005 IF LEN C$<3 THEN GO TO 400
0
4010 IF C$(1 TO 3)="COP" THEN G
O SUB 9500
4020 IF C$(1 TO 3)="SAV" THEN G
O SUB 9200
4030 IF C$(1 TO 3)="UND" THEN G
O SUB 9100
4040 IF C$(1 TO 3)="FIL" THEN G
O SUB 9150
4050 IF C$(1 TO 3)="END" THEN S
TOP
4060 IF C$(1 TO 3)="CLS" THEN C
LS
4070 IF C$(1 TO 3)="COL" THEN G
O SUB 9600
4080 IF C$(1 TO 3)="SET" THEN G
O SUB 9000
4090 IF C$(1 TO 3)="INP" THEN G
O SUB 1000
4100 IF C$(1 TO 3)="HEL" THEN G
O SUB 3000
4110 IF C$(1 TO 3)="DEL" THEN G
O SUB 9300
4120 IF C$(1 TO 3)="POS" THEN G
O SUB 9400
4130 IF C$(1 TO 3)="LOA" THEN L
OAD ""SCREEN$
4200 GO TO 4000
5000 STOP
9000 INPUT "SIZE OF WRITING ? ";

```

```

SI
9001 IF SI=0 THEN CLS : GO TO 9
000
9002 LET SPAC=0: INPUT "SPACING
? "; LINE S$: IF S$="Y" THEN LE
T SPAC=1
9010 RETURN
9100 LET LENG=LEN K$: LET X=Y2+S
I-1: LET Y=X5
9110 FOR Z=0 TO LENG-1: PRINT AT
X,Y+Z; OVER 1;"_": NEXT Z
9120 RETURN
9150 DIM L$(1,LENG): FOR Z=Y2 TO
Y2+HEIG-1: PRINT AT Z,X5; INVER
SE INV; PAPER PAP; INK INK; OVER
1; BRIGHT BRI; FLASH FLA;L$(1):
NEXT Z
9160 RETURN
9200 SAVE "SCREEN$"SCREEN$
9210 RETURN
9300 DIM L$(1,LENG): FOR Z=Y2 TO
Y2+HEIG-1: PRINT AT Z,X5;L$(1):
NEXT Z
9310 RETURN
9400 INPUT "X POS : ";Y2: INPUT
"Y POS : ";X5: INPUT "HEIGHT : "
;HEIG: INPUT "LENGTH : ";LENG
9405 DIM L$(1,LENG)
9408 IF Y2>21 OR Y2<0 OR X5>31 O
R X5<0 THEN GO TO 9400
9409 IF Y2+HEIG>22 OR Y2+HEIG<0
OR X5+LENG>32 OR X5+LENG<0 THEN
GO TO 9400
9410 FOR Z=Y2 TO Y2+HEIG-1: PRIN
T AT Z,X5; BRIGHT 8; INK 8; PAPE
R 8; OVER 1; FLASH 1;L$(1): NEXT
Z
9415 PAUSE 100
9420 DIM L$(1,LENG): FOR Z=Y2 TO
Y2+HEIG-1: PRINT AT Z,X5; BRIGH

```

```

T 8; INK 8; PAPER 8; OVER 1; FLA
SH 0;L$(1): NEXT Z
9430 RETURN
9500 INPUT "HOW MANY TIMES ? ";T
I
9510 FOR Z=1 TO TI: COPY : LPRIN
T : LPRINT : NEXT Z
9520 RETURN
9600 INPUT "INK ? (0-9) ";INK: I
NPUT "PAPER ? (0-9) ";PAP: INPUT
"BRIGHT ? (0/1) ";BRI: INPUT "I
NVERSE ? (0/1) ";INV: INPUT "FLA
SH ? (0/1) ";FLA
9610 RETURN
9900 SAVE "PRINTER" LINE 1
9910 VERIFY ""

```

Adventure Builder — correction

The Adventure Builder System published in June/July contained a slip which must be put right before the program will run properly.

June issue. Page 84, second column.

Should read 'seventeen' verbs rather than 'fourteen'. Page 86, listing 4. Quotation mark after semi-colon. Page 86, listing 4. Addition to Line 9958: LET VB=0. Line 9958 should read LET PBS=256... etc.

July issue. Page 86, column 4 Line 1090 should be deleted rather than the new Line 1050 and 1092 should be deleted rather than the new Line 1052.

MAIL ORDER ADVERTISING

British Code of Advertising Practice

Advertisements in this publication are required to conform to the British Code of Advertising Practice. In respect of mail order advertisements where money is paid in advance, the code requires advertisers to fulfil orders within 28 days, unless a longer delivery period is stated. Where goods are returned undamaged within seven days, the purchaser's money must be refunded. Please retain proof of postage/despatch, as this may be needed.

Mail Order Protection Scheme

If you order goods from Mail Order advertisements in this magazine and pay by post in advance of delivery, *Sinclair User* will consider you for compensation if the Advertiser should become insolvent or bankrupt, provided:

- (1) You have not received the goods or had your money returned; and
- (2) You write to the Publisher of *Sinclair User* summarising the situation not earlier than 28 days from the day you sent your order and not later than two months from that day.

Please do not wait until the last moment to inform us. When you write, we will tell you how to make your claim and what evidence of payment is required.

We guarantee to meet claims from readers made in accordance with the above procedure as soon as possible after the Advertiser has been declared bankrupt or insolvent up to a limit of £10,000 per annum in respect of all insolvent Advertisers. Claims may be paid for higher amounts, or when the above procedure has not been complied with at the discretion of *Sinclair User*, but we do not guarantee to do so in view of the need to set some limit to this commitment and to learn quickly of readers' difficulties.

This guarantee covers only advance payment sent in direct response to an advertisement in this magazine (not, for example, payment made in response to catalogues etc, received as a result of answering such advertisements). Classified advertisements are excluded.

INCREDIBLE!

TRANSFER ANY PROGRAM TO MICRODRIVE CARTRIDGE

The full potential of your microdrive can be realised with the

MIRAGE MICRODRIVER



The most revolutionary and exciting peripheral yet for the Spectrum 48K and the Spectrum + Now with even more exciting features

Features:

- * NEW Even faster loading from cartridge.
- * NEW Optional saving of screen display.
- * NEW Copy function for screen dumps to ZX printer.
- * NEW Dump function for program hacking.
- * Consists of hardware only no additional software required.
- * Transfers any program to Microdrive in one simple operation.
- * Extremely easy to use.
- * Freeze any game at any point, save it, and restore it later.
- * Compact program for efficient use of cartridge.
- * Through connector for other peripherals.
- * "Poke" facility for infinite lives etc.
- * Also save to cassette.

At last the full potential and speed of the ZX Microdrives can be realised. A typical 48k program which takes 5 minutes to load from tape can now be loaded from Microdrive in as little as 15 seconds.

"If you have a microdrive the Microdriver is the most important piece of hardware you could buy."

JOHN LAMBERT — Sinclair User

"...an essential buy for the spectrum owner who has converted to microdrive..."

IAN SINCLAIR — Author

"I much preferred the Microdriver for speed and ease of use."

JOLO DAVIDSON — Your Spectrum

"Using the Mirage is a dream...this device is a must for the serious microdriver."

CRASH MAGAZINE — August

Note: This unit is intended for software owners to transfer programs onto microdrive cartridges for speed and ease of access. Programs saved using the Mirage Microdriver are Unreadable unless the Microdriver is present.



Trade and overseas enquiries welcome.

Or in case of difficulty order directly from us

24 Bank Street
Braintree
Essex CM7 7UL
Tel: (0376) 48321





L'AFFAIRE VERA CRUZ

Hot on the heels of Mandragore comes L'Affaire Vera Cruz from French software house, Infogrames.

It's a strategy/hunt-the-killer game in which you play a detective looking for clues to a young woman's death. Is it suicide or murder?

Vera Cruz looks highly innovative and the game's played in two parts. The first screen shows the dead woman lying on the floor with her personal effects and other objects ranged round. Using a cursor you can actually zoom in on, say, the ashtray or her fingernails and in so doing discover clues and start to piece together the evidence on how or why she died.

Once you've zoomed in on something it appears in a large window with any additional information. A clever piece of programming.

Back at your office and having collected the evidence you next start the investigation proper, using your influence to access the Diamond Network — sounds like Interpol — to look up files and interrogate people who might be able to help with your enquiries.

Vera Cruz looks imaginative and quite unusual.

Streetdate: August 25. Price: £8.95.



COBRA FORCE

Strike Force Cobra from SPIRANHA has you as a commando in an impossible bid to save the world. I've heard that one before.

The storyline reads something like a James Bond novel. You and your team must defeat the dastardly world-ending plot of a criminal genius.

Once you've located the enemy fortress and nipped past the assorted guards you must locate some kidnapped scientists and get the computer code from them which will halt the computer countdown. Gaspl

The graphics look marvelous and are in glorious 3D, and as the countdown proceeds it becomes a desperate race against time.

Streetdate: September. Price: £9.95.

ARMOUR OF ANTIRIAD

In a move away from squidgy pumpkins, Palace Software is about to release The Sacred Armour of Antiriad — an arcade adventure set around a mystical piece of armour which you've got to find and assemble before going into battle.

With the superb-quality graphics of Palace's previous hits, Antiriad has you playing young super-hero Tal, and follows his efforts to save his race by fighting off the alien oppressors.

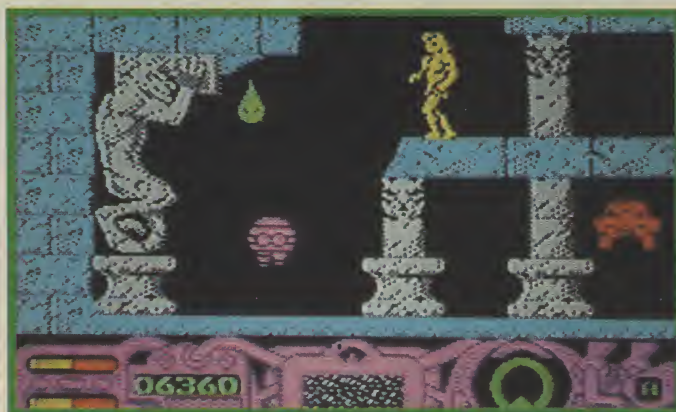
The invaders rule from the depths of a sinister volcano and the deeper in you travel, the higher the radiation

levels. If you're not wearing your anti-rad suit at this point you'll probably fry. Occasionally, though, you have to slip out of it to sneak into small crannies in your search for helpful objects. Sounds risky.

The scenery is highly coloured and the movement is convincing, especially Tal's rock-throwing antics.

With the game you get a great little comic describing the storyline. It's well drawn, easy to read and produced by the masters of the comic art, Marvel.

Streetdate: September. Price: under £10.



SAVING THE HE-MAN RACE

US Gold has a number of exciting new games to be released between now and Christmas, and these are apart from the arcade conversions — Gauntlet, Xevious, Breakthru, Express Raider and Indiana Jones — described on page 51.

First there's news of the popular children's TV cartoon He-Man and the Masters of the Universe. US Gold has bought the rights from Mattel and are planning to release both arcade and adventure versions which will be programmed by Adventuresoft. Adventuresoft has previously developed The Hulk

and Gremlins, for US Gold both written by Brian Haworth.

You play He-Man who rides around on his trusty steed, Battle Cat — an armour plated tiger. The idea is to save Eternia from the evil machinations of Skeletor who, with his equally devilish henchmen, hatch a plot to bring He-Man to his knees and so leave Eternia defenceless. He-Man, the TV series, has lots of escapades so it's likely that the arcade game will be different from the adventure.

Streetdate: Arcade: October; Adventure: November. Price: £8.95.



DIVE! DIVE!

Close the hatches. Down periscope. Dive! Dive! Dive! Yup, you're in a sub, in the middle of a war and the convoys are dropping depth charges.

Silent Service is one of several new US Gold releases between now and Christmas and simulates life under the high seas. You, as commander, have to make decisions: when to dive, when to launch your torpedoes, when to surface.

Up periscope and sweep the horizon; keep an eye on the map room, bridge and engine rooms, you can even surface and keep watch from the conning tower.

Check the gauges in the engine room, keep one eye on the periscope and track those convoys — guess what you do if you find one?

Streetdate: October. Price: £9.95.



DRUIDS

At first sight, Druids from Firebird looks very like Atari's coin-op giant Gauntlet.

It's only when you play the game that you realise Gauntlet must have inspired Druids. Very pretty graphics greet you in a scenario which could almost come from the original, were it not for a few changed oddments here and there. Nevertheless, it looks to be an excellent game. All fast action with a touch of strategy thrown in for good measure.

The idea is to attain the title of Light Master, though the lowliest rating tends to be Half-wit. Kill the baddies which hang around every corner of this maze-like game, open chests for spells and keys to open doors to get to the next level. Your assistant, the gorilla golem, is a slow creature with immense strength and it's useful if you can make golem go ahead killing off the adversaries while you cower behind him saving your strength for more important things.

Golem is controlled by the computer but you can instruct him to *Send*, *Follow* or *Wait*.

There are seven useful spells including ones which create a golem slave, unlock doors, kill of the goblins and make you invisible.

Sounds like good stuff, more news on Druids later. The Commodore 64 version is here now — and the Spectrum version (above) is well under way.

Streetdate: early Autumn. Price: £7.95.

MIAMI VICE ON THE STREETS

The two trendiest detectives, Crockett and Tubbs, and their Ferrari are about to hit the screens in Ocean's *Miami Vice*.

No doubt complete with designer guns and designer attribute problems.

Word is out. A contraband shipment worth millions — could it be drugs? — is about to hit the streets, to be collected by a certain Mr J. All the designer duo know is the day it's arriving. It's up to you to help them find the time, the place and make the bust.



Somehow you've got to reach the big guys to get some solid information, but it's the small fry — the street dealers — who lead you to them. You're given a



schedule of who's going to be in what sleazy down-town bar at what time, but you choose the order of who to visit.

Timing is all important when casing the, er, joint. Arrive too early and they'll see your car and blow. Arrive too late and there'll be nothing to see. The game ends if either Tubbs or Crockett is killed or they fail to apprehend Mr J.

Crocket and Tubbs look pretty stick-like and you can't see the cut of their jacket, but these are mocked-up pre-production screenshots, so you never know, those knife edge creases may yet stand out.

Streetdate: September. Price: £7.95.

DAN DARE AND THE MEKON

Dan Dare, popular hero from *The Eagle*, has made it to the big screen, thanks to Virgin.

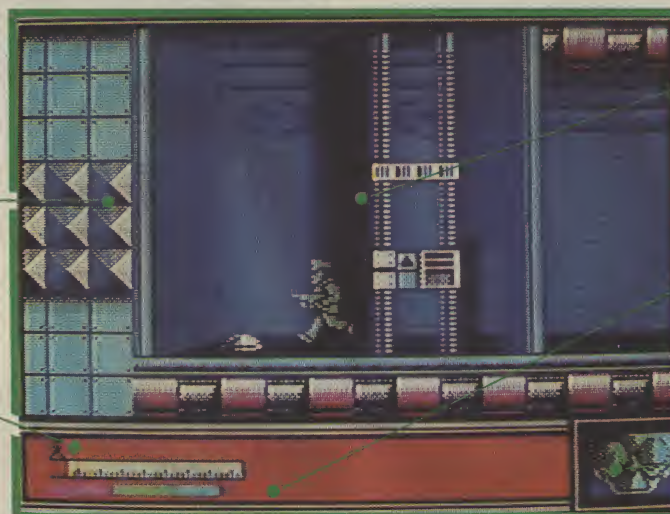
You kick off as an embarrassed Dan who's the main target of *This Is Your Life*. Just as the guests start making him squirm, a large TV screen suddenly splutters to life, and the head of The Mekon — an evil global tyrant — appears. He plans to hold the world to ransom — he's about to destroy it with a hollowed-out asteroid.

Dan, the hero, has 120 minutes to save the Earth, so he leaps into his trusty space ship and flies for the asteroid, hoping to destroy it before it reaches the target.

It's an arcade adventure. Search the chambers in the asteroid to find five pieces of a self-destruct mechanism which must be inserted in their correct places in the control room. Treens (what the heck are they?) knock him unconscious, or carry him off to prison, or merely sap his strength. Whatever they do, valuable time is lost. Objects can be found to help him in his task — energy booster pills, laser gun rechargers and such like.

Beware, The Mekon himself might be on the asteroid, then who knows what will happen to Earth.

Streetdate: August 26. Price: £9.95.



The gravity shaft ● This only travels in the direction of the arrow

The panel is much as it will be on the finished version ● Instead of a character depicting lives ● A clock is shown counting away the minutes ● Dan has 120 minutes to complete the game

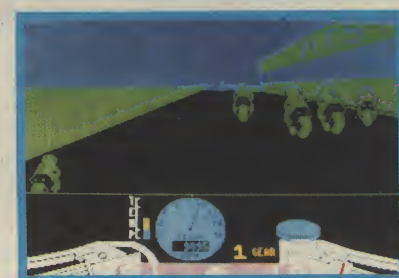
The Mekon shouts insults from his corner ● And keeps track on Dan's every move ● A speech bubble appears above his head

Software Preview
compiled by Clare Edgeley

TT RACER

At last, the green light's on for TT Racer. It's just sped on to the Isle of Man track for its first race, after being stuck on the grid for the best part of a year.

Digital Integration's latest offering — their first since Tomahawk — is a TT racing simulation programmed with technical advice and help from Suzuki. In fact, the name Suzuki is emblazoned all over the packaging so it seems fair to assume that Suzuki is endorsing the product. Maybe even grubby fivers have been exchanged.



Climb through the gears as you take the chicanes at hair-raising speed to beat other top racers in the World Championships.

The game scrolls in front of you as you race around, and nice touches are the handlebars at the bottom of the screen, together with the necessary gauges which show your revs and speed. There's also a detailed menu which allows you to practice on any one of 12 race tracks before entering the big one.

TT Racer seems to have much genuine detail, though we'll have to wait to play it to see how it handles on the Spectrum.

Streetdate: September 3. Price: £9.95.

Background scenery

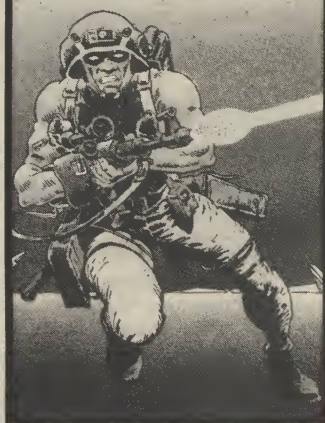
An energy dome ● If Dan jumps on this his energy is replenished ● Energy is lost when he comes into contact with the Treens

Dan's laser levels depicted here

This shows how much energy Dan has left

PREVIEW

ROGUE TROOPER



Piranha are breeding fast. This new branch of Macmillan Software has two more games planned to follow the first three Trap Door Colour of Magic and Nos Feratu. Rogue Trooper, the hero of Nu-Earth in the cult comic 2000AD faces a battle which takes him over the Scum Sea and Ozart mountains to track down a traitor and free the good guys. The last Genetic Infantryman left, his buddies have been converted to electronic chips by the baddies. probably Z80s, I would imagine, wouldn't you?

There's a whole range of weapons at hand and the survival of the blue-skinned men are in your hands alone. Lots of blasting in this one, methinks.

Streetdate: September.
Price: £8.95.

URIDIUM

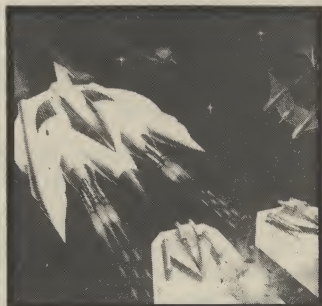
Hewson's Uridium, already a successful and very popular shoot 'em up on the Commodore 64 is being converted to the Spectrum.

This fast, action-packed space game takes you through 15 star systems where, in each planet's orbit, you have to destroy the deadly Super Dreadnoughts and their defending fighters.

There's a bit more to the game than just blasting everything. After you've disposed of the waves of alien fighters, you must land on the Dreadnought's runway and glide into the fuel rod chamber taking as many fuel rods as possible before time runs out and the Dreadnought vapourises. Of course, when that happens you want to be well out of the way.

Dodge mines and missiles, perform half-rolls and loops and avoid the Dreadnought's meteor shields. The graphics and pace of the game on the Commodore are hard-nosed, clearly defined and very fast. It should be as good on the Spectrum.

Streetdate: October 28.
Price £8.95.



DEMPSEY AND MAKEPEACE

Cop this! After Miami Vice comes Dempsey and Makepeace. Britannia Software has bought the rights to the hit TV series. It's nice to know that it'll be the home grown cops (well, one anyway) against the all American duo.

I hope this isn't going to be the start of a let's-licence-some-famous-cops epidemic. I can do without Juliet Bravo, the computer game.

Dempsey and Makepeace is a kidnap drama. It's a nice touch that you can choose who to play, either Dempsey or Makepeace — which means that the other partner has been kidnapped. Make use of the famous S110 computer back at Spikings' office to hunt for motives and clues. Search the streets for objects and enter buildings to look for more clues. The kidnap locations and objects are changed randomly each time you play, so it shouldn't pall.

The way Britania describes it, the game sounds like a cross between Batman and Ghostbusters. The inside of buildings have a Batman feel with a 45 degree projection of the game, and the street scenes are like a 3D Ghostbusters. We'll have to wait and see.

Streetdate: September. Price £8.95.

CRAZY ZYTHUM 'N' BLUES

Zythum looks like a nice little arcade game and is Mirrorsoft's latest release following Dynamite Dan II.

It's played over four strange hostile lands through which you've got to travel in order to get hold of a magical drink which lies hidden in a fortress.

Each land is guarded by a custodian and contact with him means the usual instant death. For protection you have a magical staff which throws out fire bolts and the like depending on which custodian you're up against. You also have four smart-

bombs which clear the immediate vicinity of any nasties. More can be found *en route* to replenish your store.

A map at the bottom of the screen shows the correct land you're travelling in and the one next to it, though unhelpfully it doesn't show the large patches of quicksand you have to jump across. For help here, a chalice gives you powers of levitation and a cross immunity against the guardian.

But you've got to find them first...

Streetdate: September.
Price: £7.95.

REVOLUTION

Vortex has had considerable success with its last two games, Highway Encounter and Alien Highway. By the sound of it Revolution, their latest, should be another winner.

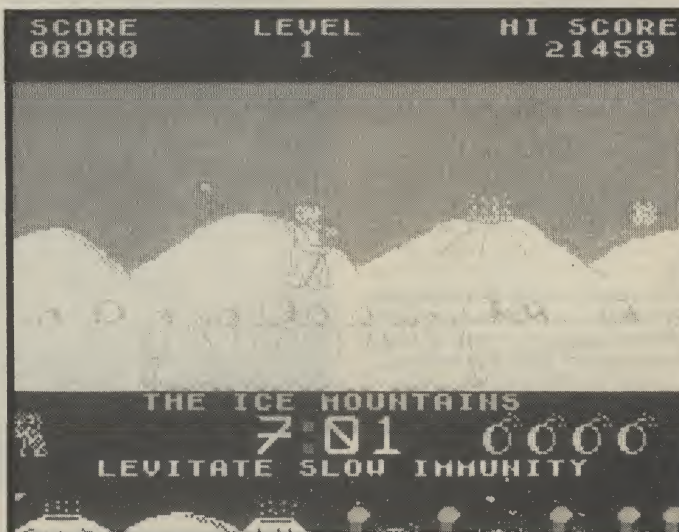
Very much in the classic Vortex style of monochrome graphics and sophisticated 3D effects, Revolution places you in control of a bouncing ball.

The idea is to travel up a number of geometric stacks solving four puzzles on each and negotiating a number of extremely tricky obstacles.

Each puzzle consists of two objects — one of matter, the other anti-matter. You've got to grade your level of bounce to reach and touch one and then within a set time, bounce to the other to make it harmless. The game is played on a diamond-shaped grid and between any two objects you may trip up on slippery blocks and be hurled across the room. In later screens parts of the grid disappears entirely.

There are 32 puzzles in all, 16 easy, 16 hard and these are chosen at random at the beginning of each new game. In effect, you should never have to play the same game twice. There's a map which you can refer to and that shows where each of the puzzles are located, though it's up to you to find them on the grid and work out how to get to them. Sounds horribly frustrating.

Streetdate: September. Price: £9.95.



ARE YOU BUSINESS MINDED?

A Fortune awaits you. TL Davis Computing offers you a chance of a life time. 45% discount on popular software on an order of 200 titles with the recommended retail price of £5 to £30

BUSINESS MINDED OR TRADE ENQUIRIES ONLY

Please ring
0376 45639 (24 hours)
(it's much quicker than writing)

Please make cheques/postal orders payable to **T.L. DAVIS COMPUTING**. All priced items over £200 postage and packing free.

Post to: **T.L. DAVIS COMPUTING,**
286 WOODBRIDGE ROAD,
IPSWICH,
SUFFOLK,
IP4 2QU.

PCW SHOW OLYMPIA 5-7th SEPTEMBER

Meet the Sinclair User mob on stand number 3041. We'll all be there for you to throw rotten tomatoes at or give us any loose change! Seems too good to miss!

SEE YOU THERE

**NOW AVAILABLE ON
SPECTRUM - £9.95**

THEATRE EUROPE

"STRATEGY GAME OF THE YEAR 1985"

P.S.S. 452 STONEY STANTON RD. COVENTRY

CV6 5DG. TEL: COVENTRY (0203) 667556

SPECTRUM — AMSTRAD — COMMODORE

NOBLES COMPUTER REPAIRS

* Repairs carried out by our own engineers on site.
* All repairs carry a 4 MONTH GUARANTEE

For estimates phone or send your computer to Derek at NOBLES.

Spectrum Plus **£14.95** inc parts
post and pack **£24.95**

48K upgrade **£17.50** plus parts

TV repairs **from £17.50** plus parts

Also repair specialists for Amstrad, Commodore 64/Vic 20,
BBC and MSX computers

NO HIDDEN CHARGES

★ SPECIAL OFFER ★

5 FREE GAMES WORTH £25

with each Spectrum repair Trade/School and Club discounts arranged.

* For free, no obligation estimates phone or send your computer to NOBLES for the fastest, cheapest repairs in ESSEX and Nationwide!

FULL RANGE OF SPECTRUM GAMES eg Z games £1.99
PLEASE PHONE FOR ORDER DETAILS

NOBLES
14-17 Eastern Esplanade
Southend-on-Sea
Essex




0702 63377/8 63336/7/8/9
7 days a week, 24-hour Answering Service

SPECTRUM — AMSTRAD — COMMODORE

CUT PRICE SOFTWARE

SPECTRUM	RRP	OUR	SPECTRUM	RRP	OUR	SPECTRUM	RRP	OUR
*Dan Dare	9.95	6.95	Popeye	6.95	5.25	Sold A Million	9.95	6.95
Superowl	9.95	6.95	Elite	14.95	10.00	Winter Games	7.95	5.75
Way of the Tiger	9.95	6.95	Empire	9.95	6.95	Tantalus	8.95	6.50
Spittin Personalities	7.95	5.50	*Nexus	7.95	5.50	Movie	7.95	6.25
Bombjack	7.95	5.50	*Street Hawk	9.95	6.95	Saboteur	8.95	6.25
Starstrike 2	7.95	5.50	Match Day (128)	9.95	6.95	Laser Basic	8.95	6.50
*R.M.S. Titanic	9.95	6.95	Equinox	9.95	6.95	Cauldron 2	9.95	6.95
Price of Magic	9.95	6.95	Tau-Ceti	9.95	6.95	Cyberun	22.95	18.00
Pentagram	7.95	5.50	I.C.V.P.S.	8.95	6.50	Graphic Ad Crea	8.95	6.50
Alien Highway	9.95	6.95	*Ex Fist 2	7.95	5.25	Pyracurse	14.95	10.95
The Planets	9.95	6.95	Bouncer	7.95	5.25	Lazer Genius	8.95	5.50
Sold A Million 2	9.95	6.95	Ping Pong	7.95	5.25	F.A. Cup	7.95	5.50
Ghost & Goblins	7.95	5.50	Hunchback Advent	7.95	5.50	*Scooby Doo	7.95	5.25
Spindizzy	9.95	6.95	Dynamite Dan 2	9.95	6.95	Theatre Europe	9.95	6.95
Heavy on the Magik	9.95	6.95	Questprobe	7.95	5.50	*Paperboy	7.95	5.50
Atlantic Challenge	7.95	5.50	*Knight Rider	8.95	6.50	Fairlight	7.95	5.50
Ace	9.95	7.25	Stainless Steel	7.95	5.50	The Sorcerer	2.99	2.50
Zoids	7.95	5.50	Jack The Nipper	7.95	5.50	The Boggit	7.95	6.95
Batman	8.95	6.50	Big Cave Adventure	7.95	5.50	Tomahawk	9.95	5.50
Turbo Esprit	8.95	6.50	Green Beret	7.95	5.25	Yie Ar Kung Fu	7.95	5.25
Quazatron	9.95	6.95	*The Ice Temple	7.95	5.50	Kung Fu Master	7.95	5.50
Heartland			Enigma Force	8.95	6.95	Knight Tyme (128)	2.99	2.50
			*Undium	7.95	5.50	*Best of Beyond	9.95	7.25
			Bobby Bearing					

Orders for *these games will be forwarded as soon as they are released

This is just a small selection from our stocks. Please ring for more details. P&P included. Overseas orders please add 75p per tape. For Up-to-date list's please enclose S.A.E. For mail order please send Cheques/PO Payable to C.P.S. Visa/Access orders by phone welcome to:

CUT PRICE SOFTWARE Dept (DEPT 4) Unit 6, STORT HOUSE,
Riverway, Harlow, Essex, CM20 2DW.

Tel: (0279) 24433 (24 hr ansaphone) or (0279) 31956 during office hours

PREVIEW

CAMELOT WARRIORS

Camelot Warriors from Arlolasoft is frankly, pretty weird. It's a platform game of sorts with some superb graphics. I'm not sure what your ultimate aim is, but you're dreaming and having a pretty confusing time.

Worlds — past, present and future — merge into one so you end up battling your way through an usual hotch potch of landscapes and characters. You'll meet the King of Camelot, knights, killer fish and electric eels.

All very odd.

Streetdate: End of September. Price: £8.95.



COLOSSAL LEVEL 9

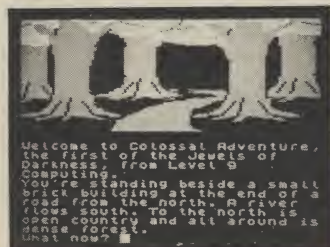
Most keen adventurers will have heard of, or played, Colossal Adventure in one of its many versions since the original Crowther and Woods effort. Level 9 released its version and followed up with Dungeon Adventure and Adventure Quest.

Now the trilogy has been revamped and is being re-released by Rainbird Software on three cassettes. One of the major innovations is the addition of graphics, very much in the Level 9 style, there are about 500 pictures in all.

There're over 1,000 words of vocabulary and you can even use multi-statement commands.

Included in the package is a book — *The Darkness Rises* — which sets the scene. Sounds fun.

Streetdate: August. Price: £14.95.



UCHI MATA

We've been inundated with Karate/Kung-Fu games and so it's only fair that Judo should get a look in too.

With the help of Brian Jacks, five times World Champion and a mere 7th Dan, Martech has got Uchi Mata together — a judo simulation.

Two can play, or one against the computer and there are two parts to the game. The first, in which you practise against a computer opponent grades your standard of play and gives you a belt rating, in the second you must try to throw a series of more professional partners.

The sprites are large as the characters grapple for the best holds and attribute problems seem to have been solved by entrapping each figure in a white halo — a bit like Dark Sceptre.

Streetdate: September. Price: £8.95.

COSMIC

After Uchi Mata, Martech's other release sounds pretty silly.

You play what can only be termed a fourth division superhero called Cosmic Shock Absorber. When strange things start happening to the world, like mutant carrots marching around blasting everyone with sub-machine guns, or dive-bombing crabs with manic eyes on stalks, it's decided that something ought to be done. Unfortunately, all the known super-



heroes are otherwise engaged so this messy job lands on your plate.

Flying around in your little craft with machine guns which swivel 360 degrees, you set about knocking off the carrots. Played in 3D, with lots of levels and bizarre adventures, you'll soon wish you'd been otherwise engaged tool.

Streetdate: October. Price: £7.95.



Where does a Vietnamese keep his dong? When was the last British Cavalry charge? If you want to know the answers, you'll have to play Trivial Pursuit.

Domark is about to release the Spectrum version of the Yuppies favourite game.

Trivial Pursuit comes on two cassettes, one the game, the other the question bank. Domark is already working on future question tapes — Baby Boomer, Genius II and Young Players Additional.

Streetdate: September 9. Price: £14.95.

DROIDS ARE DEACTIVATORS

Deactivators is one of several Arlolasoft games due soon. It looks highly original with some unusual screen designs.

The storyline is simple. A secret research centre has been overrun by terrorists who've managed to get past the security system and plant bombs. And it's about to blow sky high.

Your only hope is use a team of deactivating droids to enter the building and find and defuse the explosives. You control them as a team from outside, and using a blueprint of the place, direct them to the bombs which they then chuck out of the windows.

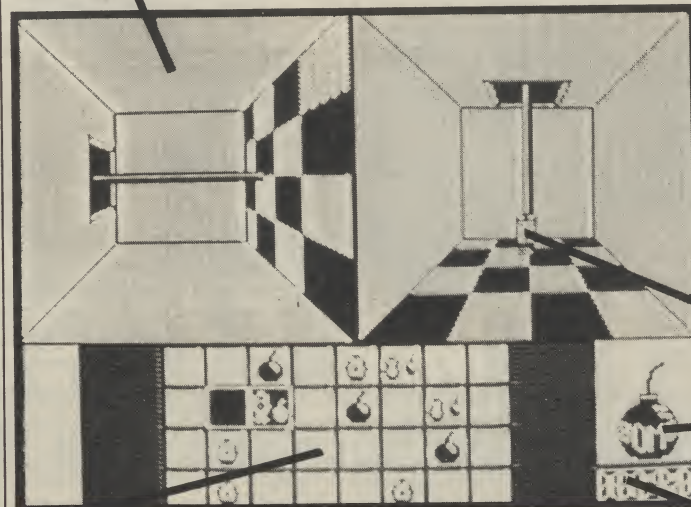
Naturally there are a few hazards. The previously loyal

guards have been reprogrammed to attack your droids. Also, each room has its own gravity levels and your droids find the going tough as things either float or are too heavy. The building is large and you'll need to map the many rooms exactly so that you know how to get your droids and the bomb to the nearest window. And there's a time limit. Those bombs won't wait forever.

On the first level you're broken in gently with a mere three bombs to remove and three droids to get them. As you search deeper into the building, the bombs on each level multiply as do your droids, so your task as controller is pretty hectic. Finally, if you get bored, you can always use the screen editor to design your own rooms. Neat, eh?

Streetdate: October 6. Price: £8.95.

A room at 90 degrees ● The pole is a lift ● Turn your joystick around to work it out



The radar map ● Shows the location of bombs and droids in relation to the building

Your control droid

Shows the object held ● Could be a bomb ● Or a circuit board

Score

24 HOUR

COMPUTER REPAIRS

and

HOW TO GET YOUR SPECTRUM REPAIRED FOR ONLY £19.95

COMPUTER SPARES

THE NO. 1
REPAIR CENTRE
IN THE U.K.
OTHERS
FOLLOW

SPECTRUM (only)
KEYBOARD
REPAIRS £8.95
THE CHEAPEST
AROUND

WHILE YOU
WAIT SERVICE
CALL FOR APPOINTMENT

TRADE
REPAIRS MOST
WELCOME

WHY NOT COME AND
VISIT US AT OUR NEW 2,500
SQ. FT. WORKSHOP, YOU CAN
EVEN HAVE A CUP OF COFFEE
WHILE YOU WAIT.

SPECIAL OFFER!

Why not upgrade your ordinary Spectrum into the fantastic DK Tronics typewriter keyboard for only £31.50 including fitting, VAT and return post and packing. Normal recommended retail price £49.95. Replacement printed DK Tronics key sets £7.50 including post & packing.

SPECIAL OFFER!

Why not upgrade your 16K Spectrum to a 48K for as little as £17.95 including VAT, post and packing. If you would like us to fit the kit for you, just send us £19.95 which is a fully inclusive price to cover all costs including return postage. Full fitting instructions supplied with every kit. Issue 2 and 3 only.

SPARES FROM OUR D.I.Y. SECTION

WHY NOT PURCHASE THE SPARES FOR YOUR COMPUTERS FROM US. THE ONLY MAIL ORDER COMPANY SELLING SPECTRUM SPARES.

Same day despatch service on receipt of orders. You can order by Access card or call at our Reception to collect.

TRADE
REPAIRS
most
welcome



TEN ★ REPAIR SERVICE

- ★ While you wait service including computer spare parts over the counter.
- ★ All computers fully overhauled and fully tested before return.
- ★ Fully insured for the return journey.
- ★ Fixed low price of £19.95 including post, packing and VAT. (Not a between price of really up to £30.00 which some of our competitors are quoting).
- ★ Discounts for schools and colleges.
- ★ Five top games worth £33.00 for you to enjoy and play with every Spectrum repair.
- ★ We repair Commodore 64's, Vic 20's, Commodore 16's and Plus 4's.
- ★ The most up to date test equipment developed by us to fully test and find all faults within your computer.
- ★ Keyboard repairs, Spectrum rubber key boards only £8.95.
- ★ 3 month written guarantee on all repairs.

BEST SERVICE - BEST PRICES!

ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your estimate?

Need your computer repaired fast? Then send it now to the Number One Repair Company in the U.K., or call in and see us at our new fully equipped 2,500 square foot workshop, with all the latest test equipment available. You are more than welcome. We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only £35.00. Please note we give you a 100% low fixed price of £19.95 which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't shock you with repair bills £30.00 upwards. We don't just repair the fault and send your computer back, we give your computer a:-

FREE OVERHAUL WITH EVERY REPAIR WE DO:-

We correct Colour, Sound, Keyboard, Check the loading and saving chip, Put new feet on the base if required, Check for full memory, Check all sockets including ear/mike and replace where needed. All for an inclusive price of £19.95 including VAT, all parts, insurance and post and packing. No hidden extras whatsoever. We don't have to boast too much about our service as we have thousands of customers from all over the world highly delighted with our service. A first class reputation for speed and accuracy. Don't forget, we are only twenty minutes from Manchester City Centre so why not call in, have a coffee with us and see your computer being repaired.

VideoVault D.I.Y. CORNER

We regret we cannot show all the components available. Just give us a call and we can quote you over the phone, delivery by 1st class post.

SPECTRUM SPARES

Z80B CPU	3.00
4116 Rams	1.00
ZTX 650	0.60
ZTX 213	0.60
Power Supply Transformers	9.95
ULA 6C001	16.50
All prices plus £1.50 Post and Packing	
Rom	16.50
Keyboard membrane	5.50
Keyboard membrane	5.50
Spectrum Plus membrane	12.90
Metal Templates	5.50
Keyboard Mats	5.50
ZX81 membrane	5.00
Service Manual	£30.00

COMMODORE SPARES

6526 - C.I.A.	23.00
6510 - Processor	23.00
6581 - Sid Chip	23.00
906114 - House Keeper	23.00
901225 - Graphic Rom	23.00
901226 - Basic Rom	23.00
901227 - Kernal Rom	23.00
6569 - VIC	23.00
4164 Rams - Memory	3.00
Power Supply Transformers	29.00
All our prices include VAT, but please add £1.50 on each order to cover post, packing and handling charges.	

VIDEOVAULT HEALTH WARNING!!!

Sending your computer to any other Repair Centre can seriously Damage its Health

EXTENSION RIBBON

56 Way ribbon cable to extend your ports for your peripherals
£10.95
plus £1.50 p & p

TRADE
ORDERS
WELCOME

KEYBOARD
TEMPLATES
£5.50
plus £1.50 p & p

RUBBER MAT
£6.50
plus £1.50 p & p

REPLACEMENT POWER SUPPLY

Spectrum replacement power transformer suitable for all makes of computer **£9.95**
plus £1.50 p & p

ZX81
SPARES
NOW IN
STOCK

SPECIAL OFFER!

Gun Shot II Rapid Fire Joystick and Interface complete outfit. Normal recommended retail price £19.95, if purchased together. Special offer of only **£16.50** including p & p. Joystick available as separate item **£10.95** plus interface available as separate item **£9.00** plus £1.50 p & p.

Spectrum keyboard membranes

£5.50 plus £1.50 p & p
Spectrum Plus spare keyboard membranes **£12.90** plus £1.50 p & p
ZX 81 membranes **£5.00** plus £1.50 p & p

KEYBOARD MEMBRANES

COMMODORE POWER SUPPLY

Commodore replacement power transformer **£29.00**
plus £1.50 p & p

ORDER
NOW!

SPECIAL
OFFER

5 GREAT FREE GAMES
NORMAL
RECOMMENDED
RETAIL PRICE
£33.00
YOURS FREE WITH EVERY
SPECTRUM REPAIR

VideoVault

Ltd.

140 High St. West, Glossop, Derbyshire, England
Telephone: Glossop (STD 04574) 66555/67761

© Copyright Videovault Ltd. No. 150786

Sinclair Supermart

TO ADVERTISE IN THE SUPERMART CALL SINCLAIR USER ON 01-251 6222

SPECTRUM COMPUTERS REPAIRED BY EXPERTS WE GIVE FIVE STAR SERVICE

* **FREEPOST** We pay all the postage (UK only)
* **C.O.D.** You pay the postman on return of your computer (UK only)
* **25% DEDUCTED** from any repair not completed within 48 hrs. from receipt.
* **£19.50 all inclusive price** * **90 day warranty**
Send computer only. With description of fault to
GJS Computer Services,
Freeport (no stamp required)
Manchester M11 2FA.
Tel: 061-223 7531

ASTROLOGY for beginners

A Starter Pack for the 48K Spectrum comprising a simple program to calculate a horoscope, an introductory booklet & 2 self-teaching programs (how to interpret the horoscope)
only £11.50
(+50p outside UK)
also Dutch & German versions
Many other programs for experienced astrologers
Payment by UK cheque/PO/Access or large SAE for free catalogue to
ASTROCALC
(Dept SU)
67 Peascroft Road, Hemel Hempstead,
Herts HP3 8ER Tel: 0442 51809

SPECTRUM REPAIRS

We expertly repair Spectrums for £17 inclusive of parts and labour and return postage.
Spectrums upgraded to 48K for £34 inc. P&P. All keyboard faults cost only £12.
RA ELECTRONICS
133 London Road South
Lowestoft, Suffolk
Tel: (0502) 66289

POOLS PREDICTION

Perfected over 6 seasons. Outputs best draws, homes & away. Holds form comparison graphs. Analyses & graphs results. Takes full account of mid week games & "Cup"; matches between main league teams. Promotion/relegation option (can be used from season to season). Easy to use, even for beginners.
62 wins (385 dividends) received by author so far.
"The best and most scientific of any program I have seen" — Mr R.A.P. Secretary Orpington Computer Club.
"once again, thank you for one of the best investments I have made" — Mr D.L.B. Feltham.
"I would like to congratulate you on your excellent service. It is a rare thing these days" — Mr L.G.P. Shrewsbury.
"I found your program very professional and user friendly. I am very satisfied with it" — Mr B.D. Spalding.
Ask for British Pools @ £11.95
Australian Pools @ £11.95
Allow 7 days for delivery. Cheques, POs payable to ROMBEST or quote Access card number.
ROMBEST Dept SU, 2 Welland Croft, Bicester, Oxon OX6 9BD
(0865) 248002
Available for 48K Spectrum

ELITE EDITOR

Redefine status, rating, fuel, cargo, weapons, credits, galaxy, special missions, even cloaking device and E.C.M. Jammer, after every feature for only £1.99.

ASTROCADE The Collection

C+VG (July) "Fancy a Bit of Arcade Fun for £4.50? Then ASTROCADE on the Spectrum from D.D.S. Software could be for you. The six games on offer are Simeon, Caverns D'Or, Bomber, Zombies Luna-Rover and Alien".
Your Sinclair (July) "They are all very playable. The graphics are adequate, the sound excellent". Addictiveness 7/10: Playability 8/10: Value for money 8/10.
CRASH (June) "Overall the ASTROCADE Collection should keep any games player quiet...".
P.C.W. (May) "You can't call it a rip off at the price".
Your Sinclair (July) If you fancy a nostalgic bash (it's absolutely aces since since I've potted a good Zombie!) then rush £4.50 to D.D.S."
Stewart Green "Now it's only £1.99+p.p. You can't afford not to buy it".
Cheques/Postal Orders to:
D.D.S. Software, 49 Beaumont Road, Halesowen, West Midlands, B62 9HD.

HINTS · POKES · MAPS

"Stunning value" — Tony Bridge, Popular Computing Weekly
The monthly handbooks packed with tips, pokes, hints, maps, solutions, gossip, latest reviews, competitions and much more
ADVENTURERS HANDBOOK
(CBM/Spec) £1.00
SPECTRUM ARCADE HANDBOOK
(48/128) £1.00
or for even better value take advantage of our reduced subscription rates 3 issues £2.75; 6 issues £5.00; 12 issues £9.00. Send cheque or P.O. to
H & D SERVICES (SU),
1338 ASHTON OLD ROAD
HIGHER OPENSHAW
MANCHESTER M11 1JG
Tel 061 370 5666

SINCLAIR REPAIRS AT REDUCED PRICES THE PRICE YOU SEE IS THE PRICE YOU PAY

Spectrum/plus	£15.95
Interface 1	£17.95
Microdrive	£17.95
ZX Printer	£17.95
48K Upgrade	£24.95
QL	£34.95

OTHER MAKES AT LOW FIXED PRICES
Eg BBC at £29.95 and C.64 at £29.95
For a first class speedy service, send cheque or postal order and faulty unit to:
MICROMEND
THE OLD SCHOOL, MAIN STREET
FARCEY, PETERBOROUGH PE7 3DB
Tel: 0733 241718

SINCLAIR COMPUTER REPAIRS

All machines dispatched within 72 hours of receipt
Spectrum: £17.00
ZX-81: £12.50
Spectrum 16-48K Upgrade: £25.00
(includes parts, VAT, and return postage)
For a fast and reliable service, send machine, brief description of fault and cheque or postal order to the experts:
CAPITAL COMPUTER SERVICES
Unit K2, Cardiff Workshops, Lewis Road,
East Moutns, Cardiff CF1 461 5EG
Tel: (0222) 461801

SPECTRUM SOFTWARE HIRE FREE MEMBERSHIP

We offer prompt personal service, all top titles. Send SAE for Hire Details to:
SSH (SU);
21 Chanceley Way, Willford
Nottingham NG11 7EG

SPECTRUM REPAIRS

Spectrum repairs £18.95 including parts insurance and P/P.
Send your computer with cheque or PO for £18.95 and description of the fault to:
SUREDATA (SU)
45 Wychwood Avenue,
Edgware, Middlesex.
Tel: 01-951 0124

QUALITAS NEW!

At last, amazing NEAR-LETTER QUALITY even on ordinary printers with Tasword! Qualitas features equal-space justification, proportional character widths, underlining and emphasized characters, and comes complete with five business fonts and a font editor to create your own! For Epson RX80 and compatibles with quadruple-density graphics. Tasword Two version £7.95, Tasword Three version £8.95 (please state printer and interface).

For more details of these and other essential utilities (such as M-DOC, still just £6.95!) see our previous ads or send for leaflet. Selected programs from shops and Micronet, or via fast, reliable mail-order - UK postfree, Europe add £1, elsewhere add £2.

SEVEN STARS

Seven Stars Publishing (Dept U),
34 Squirrel Rise, Marlow, Bucks,
SL7 3PN. Tel: 06284 3445.

SPECTRUM TAPE and DRIVE TRANSFER UTILITIES

TU8 — ESSENTIAL for ALL Spectrum 48K or Plus owners —
our tape utility for backup and drive conversion

- * Simple operation for fast loaders — accurate even if over 48K (tone and rate measurer).
- * Integrated header reader, manages headerless blocks.
- * Deals with clikky loaders — converts COMPLETELY to normal for tape load (plus easy drive transfer with TPM).

Plus many other features — a unique product!

COST only £6.99 on tape OR £7.99 on m/drive cart.

TRANSFER PACK 2 — FOR TAPE TO DRIVE TRANSFER

Package of programs including TU8, other utilities, allows drive transfer of many programs

- * Details given on transfer of 40 programs.
- * Manages virtually all clikky loaders. Bytes chopper/splitter, header reader etc.

State name of drive system (e.g. m/drive, Opus disc, etc).

ONLY £11.99 on tape OR £12.99 on m/drive cart.

INFORMATION SHEETS £1 each (up to No. 18 available) includes many top 20 hits — SAE for list.
OVERSEAS: add £1 Europe, £2 others for each. UPDATE SERVICE: — SAE for details.

PROGRAMS CARRY OUT MONEY BACK GUARANTEE (not updates)

LERM, DEPT SU, 11 BEACONSFIELD CLOSE, WHITLEY BAY, TYNE AND WEAR.

RGB OUTPUT ?

COMPOSITE VIDEO ?

GREEN SCREEN ?

TTL - ANALOGUE ?

COMP SYNC ?

BRIGHT ?

adapt electronics

CONFUSING ISN'T IT?

Talk of the problem solvers. We have the experience and expertise to advise on all aspects of computer display problems. eg:

- * **RGB OUTPUT MODULE** for Spectrum 16 or 48K. Much acclaimed — gives monitor quality pictures — no dot crawl.

..... £36.95
* **NEW ★ BRIGHT BOX** — Allows full use of the bright facility on analogue input monitors and monitor-TV's to produce full colour palette. Only for Spectrum 128. £29.95

Add P&P £1 (UK), £2 (EEC), £4 (Others)
Send SAE for our Free Monitor Fact Sheet
20 STARLING CLOSE, BUCKHURST HILL, ESSEX IG9 5TN. Tel: 01-504 2840

SPECTRUM · BBC · COMMODORE · AMSTRAD · APPLE · IBM PC
PRINTERS · EPSON · SEIKOSHA · MOST MAKES OF DISK DRIVES

EXPRESS

COMPARE OUR GUARANTEE
TERMS – YOU DON'T FIND
ANY 'HIDDEN CATCHES'
AFTER THE REPAIR!

**WHY PAY HIGH
"FIXED" PRICES?**

REPAIRS

OUR PRICES INCLUDE VAT, P&P AND INSURED DELIVERY!

**MANCOMP SETS THE STANDARDS AND
PRICES – OTHERS FOLLOW!**

THE FIRST AND STILL THE BEST.

WHEN WE SAY 'NO HIDDEN COSTS'
WE MEAN IT!

NO HIDDEN EXTRAS

FIRST –

To provide 'While-U-Wait' Service.

FIRST –

With International repairs and discounts for Schools, Hospitals and H.M. Forces.

FIRST –

To provide Insured/Recorded Delivery on return journey.

FIRST –

With **LOW CHARGES** (e.g. £9 for keyboard faults).

FIRST –

For **PROFESSIONALISM**... "Of all the repair companies 'Sinclair User' spoke to, **MANCOMP** seemed the most professional when it came to advice and a helpful attitude". AUGUST 1985.

FIRST –

For **SPEED**... "One firm, at least, can usually effect any necessary repair 'over-the-counter' in 45 mins. Based in Manchester, **MANCOMP** can offer what is arguably the fastest turnaround in the business, to personal callers". 'CRASH' Magazine, JUNE 1985.

FIRST –

For **ADVICE & HELP**... "I have come across a firm that will be more than willing to advise you as to how to remedy your problem. They are called **MANCOMP** and as well as repairing faulty Spectrums, are also quite willing to discuss your problems with you, and offer reasonably cheap and (more importantly) **CORRECT** cures". Phil Rogers, 'POPULAR COMPUTING WEEKLY', JANUARY 1985.

FIRST –

For **LOW PRICES**... "My Spectrum blew recently. I took it to **MANCOMP**, who fixed it in 8 mins. and for less than £10. they are local, 'clued-up', and blindingly efficient!" COMPUTER COLUMN, '4 HEATONS DIGEST', (Vol. 1, No. 11.).

FIRST –

For **HONESTY**... Call in and watch your computer being tested and repaired 'While-U-Wait'. Our engineers don't disappear into a back room. If there is nothing wrong, we will tell you!

FIRST –

For **REPUTATION**... We have a reputation built on 2½ years of successful Spectrum, BBC, Commodore, Apple and IBM repairs.

MANCOMP GUARANTEE

IF THE SAME FAULT OCCURS WITHIN 90 DAYS OF OUR REPAIR, WE WILL REPAIR IT **FREE** OF CHARGE AND REFUND THE POSTAGE.
(TERMS AND CONDITIONS AVAILABLE ON REQUEST.)

JOYSTICKS

PRO JOYSTICK 16.50
QUICKSHOT II 9.50

INTERFACES

TRISTATE I/F. 12.50
PRO JOYSTICK I/F. 16.50
RAM TURBO I/F. 17.99
STD. JOYSTICK I/F. 7.50
SWITCHABLE J/S. I/F. & THRO CONNECT 9.50
MULTIFACE 1 12.40
CENTRONICS E I/F. 38.50
DISC I/F. 38.50
KEMPSTON MOUSE I/F. 80.00
PARALLEL PRINTER I/F. 64.50
AMX MOUSE 28.50
RGB I/F. 65.00
35.00

TASMAN

TASWORD 3 16.50
TASWORD 2 12.99
TASMERGE 10.50
TASPRINT 9.50
TASDIARY 8.99
TASWIDE 5.00
TASCOPY 9.50

MEGA SOUND 10.50
SWEET TALKER 22.15
RAT 18.99
SPECORUM 28.50

MANCOMP

PRICE

FREE WITH ALL REPAIRS, AUTOMATIC ENTRY INTO GRAND-DRAW IN AID OF Phab (Physically Handicapped and Able Bodied)
FIRST PRIZE: LONG WEEKEND FOR 2, STAYING AT HOTEL CIPRIANI, VENICE. TRAVEL BY WORLD FAMOUS ORIENT EXPRESS, FLY HOME.
SECOND PRIZE: MEMOTECH MTX 500 HOME COMPUTER COMPLETE WITH SOFTWARE.
THIRD PRIZE: WEEKEND FOR 2 AT THE NORTH BRITISH HOTEL, EDINBURGH.
FOURTH PRIZE: 'NUMATIC HENRY' VACUUM CLEANER.
DRAW WILL TAKE PLACE ON 19th SEPTEMBER 1986 AT TAVISTOCK HOUSE, NORTH TAVISTOCK SQUARE, LONDON WC1H 9HX.
REGISTERED UNDER THE LOTTERIES AND AMUSEMENTS ACT, 1976 WITH WESTMINSTER COUNCIL.

ROBOTEK 28.50
LIGHT PEN & I/F. 18.99
CURRAH SPEECH 19.50
CURRAH MICROSLOT 6.50
WAFADRIVE DISC SYS. 120.00
ROTRONICS 128K WAF 3.50
ROTRONICS 64K WAF 3.35
ROTRONICS 16K WAF 3.25
MICRODRIVE CARTRIDGE 1.99
RS232 CABLE FOR I/F. 1 13.99

PRINTERS

EPSON FX804 442.75
EPSON LX80 225.00
JUKI 6100 350.00
BROTHER HR10 274.85
BROTHER M1009 149.00

DISK DRIVES

OPUS DISCOVERY 1 149.50

48K SPECTRUM UPGRADE £18 FITTED
THE BEST KEYBOARD FOR YOUR SPECTRUM – THE SAGA 1 EMPEROR – £39.95 INCLUSIVE!

MONITORS

STD. RES. M'VITEC RGB 201.50
PHILIPS GREEN BM7502 79.00
PHILIPS COLOUR CM8501 209.95

DISKETTES

BOX OF TEN INCL. FREE LIBRARY CASE 10.95

LISTING PAPER

60 g.s.m. 11" x 9½" (2000) 13.00

PRINTER RIBBONS

PLEASE PHONE
ALL PRICES INCLUDE VAT/CARR. EXTRA.

**SPECTRUM REPAIRS
BETWEEN £9 and £20**

**COMMODORE
REPAIRS BETWEEN
£14 and £35**

**BBC REPAIRS
BETWEEN £14 and £45**

**AMSTRAD REPAIRS
BETWEEN £14 and £55**

**ESTIMATES GIVEN ON
PRINTERS/DISK DRIVES
ETC.**

(Terms and conditions available on request.)

**PHONE OR SEND
YOUR COMPUTER (without
power supply or leads) FOR
FREE, NO OBLIGATION
ESTIMATE!**



MANCOMP LTD.,

(Dept. SU9)

**PRINTWORKS LANE, LEVENSHULME,
MANCHESTER M19 3JP.**

Tel: 061-224 1888/9888

**OPEN
MON-SAT
9AM-8PM**

SOFTWARE & ORDERS ABOVE £5.00 add £1.80 P&P.
SOFTWARE ORDERS BELOW £5.00 add 50p P&P.

WE REPAIR HUNDREDS OF COMPUTERS EVERY WEEK, SO WE CAN PASS ON OUR BULK-BUYING DISCOUNTS TO YOU – Z80 CPU – £1.50, 4116 RAM – £0.50, COMMODORE CHIPS: 906114 – £23, 6526 – £23, 6510 – £23 (INCLUSIVE OF VAT & P&P).

Demonstrate to Aunt Edna that the computer can do something — (ZX Computing, July 1986)
 Superb in every way with very easy to follow menus — (J. Haldane, Midlothian)
 A4 printout — probably the most important feature of designer — (Sinclair User, August 1986)

DESIGNER — A4 screendumps by linking screens. For leaflets, invitations, stationery, artwork, embroidery patterns, pcb design etc. £3.95
CHARACTER DESIGNER — Lots more graphics and text fonts, PLUS design your own fonts AND udgs. Many facilities including inverse. £4.50
DUMPIY — (Bradway Software), produce your own m/c screendump software by menu. Supports many printer/interface combinations. £7.50

*** ALL THREE PROGRAMS FOR £18.95 ***
 ALL MENU-DRIVEN AND MICRODRIVE-COMPATIBLE
 Ring for prices of printer ribbons, labels, etc. e.g.
 £3.00 £4.25, M1009 £5.00, £3.00 £3.00
FRONT PAGE — DESKTOP PUBLISHING ON THE OL Ring or write for details £22.50

GAP SOFTWARE 17 ST JOHN'S TERRACE
 LONDON E7 8BX PHONE 01-552 5452

ELECTRONICS TAPE for 48K Spectrum.
 Replaces designer. Questionnaire input, full details on output. Intelligent computer included. Send £6.50 to N. J. Edwards, 68 Woodhill Rise, Costessey, Norwich NR5 0DW.

FOR SALE: The Quill, The Illustrator and River Raid. All in fairly good condition. Contact me between 5.30-8.00 (evening) weekdays, all day Saturday. 0628 76636.

48K SPECTRUM, data recorder, joysticks, interfaces and 80 games including: TLL, Alien 8, Hypersports, Fairlight, Ghosts 'n' Goblins, etc, £250 or best offer. Mr P. Bilton, 4 Nuns Row, Durham DH1 1HG.

BARGAIN SOFTWARE. £180 of games and magazines, all originals, for £80. Games that will keep you busy for months. Ring Banbury 62441 at weekends only if interested.

FREE MEMBERSHIP Spectrum Software Hire, latest titles originals only. Send a SAE for your membership kit to: Spectrohire, Spectrum Software Club, 27 Colville Terrace, Nottingham NG1 4HL

DISASSEMBLER AND MONITOR for 48K Spectrum in m/c. Fully documented. Explore your favourite programs. Gives options to follow jumps, calls, etc £4.50, to A. D. Software, 14 Roseville Road, Harrogate, N. Yorks.

MAPS FOR SALE 50p each. Saboteur, Robin of Sherwood, The Hobbit, Eureka! (Prehistoric), Roman Italy), (Arthurian Britain), (Wartime Germany), (Modern Caribbean), Zoids, Shawowfire and Alien 8. E. Bennett, 42a Northcote Road, London SW11 1NZ.

TURBO TIPS, the new tips and pokes mag for the Speccy. Pages of tips pokes nad maps plus news, reviews, features, etc. Issue One out now. Send 75p to Turbo Tips, 6 Sterndale Road, Romiley, Stockport, Cheshire SK6 3LA. Tel: (061) 430-3873.

BETA 128 DISC INTERFACE with 3½ inch, 80 track, double-sided drive. Items in excellent condition, fully working, boxed with manuals. Cost £200 new. Any cash offers? Please tel: 0308-56945 before 5pm.

ATTENTION all you amateur radio and Spectrum owners out there! Transmit and receive slowscan television with this super program. Send £4.95 to P. Goodrun, 9 Ryston Close, Downham Market, Norfolk PE38 9BD.

BOX CLEVER WITH BOXOFT

No gimmicks but genuine programs (48K Spectrum) for people who like a bet. Written by a mathematician with extensive knowledge and practical experience of the subjects covered.

BOXFORM — truly massive data base enables records of over 3000 horses covering 3 years to be displayed.

Race summary shows the horse with the best chance. **FOOTBALL BOXFORM** — analyses football form and shows the true odds for any match.

Gives best homes, aways, draws and selects treble chance matches.

PUNTERS PARTNER — calculates almost any bet. So good it's used by bookies.

BOXFORM £12 FOOTBALL BOXFORM £8.50 PUNTERS PARTNER £5 (£15 with BOXFORM) or S.A.E. for further details.

BOXOFT (DEPT U)
 65 ALLANS MEADOW, NESTON
 SOUTH WIRRAL L64 9SQ

CASSETTE COPIES

50 C10s for only £40 inc P&P

From your cassette master, tested for 100% loading. Please pack in foil and send with cheque.

SOUNDS GOOD

Clear Croft, Bottom Lane
 Seer Green, Bucks HP9 2UH
 Tel: (04946) 5900

COMPUTER SPARES SINCLAIR/AMSTRAD ACORN/COMMODORE

ROM CHIPS	CMOS CHIPS
RAM CHIPS	74LS CHIPS
ULA'S	VOLT REGS
MEMBRANES	28C CPU
POWER SUPPLY'S	D5C KITS
TEMPLATES	EPROMS
MODULATORS	SERVICE MANS
SPEAKERS	TRANSISTORS
RIBBONS	TUBES
DISC'S	KEYBOARDS

TRADE COUNTER OPEN
MON-SAT 9.30a.m.-5p.m.

Just phone your order through, we do the rest

Order from Govt. Institutions, Schools, Nationals etc., accepted with official order.

TEL: 0254 390936

P.V. TUBES
 104 ABBEY ST.
 ACCRINGTON LANCs
 BB5 1EE
 Telex: 635562
 Griffin G (For P.V.)

ADVERTISEMENT INDEX

AGF	34
BANG	48
BARGAIN SOFTWARE.....	58
CHROMOGRAPHICA.....	46
COSMIC POP	30
CUT PRICE SOFTWARE.....	91
DATASKIP	46
DATEL.....	14
DESIGN DESIGN.....	36
DIGITAL INTEGRATION.....	57
DOMARK.....	6
E&J SOFTWARE	30
FIREBIRD	3
FTL.....	17
GREMLIN GRAPHICS	35
IMAGINE	IFC
INDESCOMP	67
LOGIC SALES.....	60
MAELSTROM	64
MAGNUM.....	67
MARTECH	IBC
MANCOMP	95
MEGASAVE	9

MICRONET	21
MIDLAND COMPUTER LIBRARY	67
MIRACLE TECHNOLOGY	42
MIRAGE	87
MIRRORSOFT	39
NATIONAL SOFTWARE LIBRARY	17
NEW FUTURE	14
NOBLES	91
OPUS	44
ODIN	53
OFF THE HOOK.....	77
PSS	91
Q JUMP	83
SAGA SYSTEMS	30/62
SELEC.....	9
SHEKHANA	14
SPECTRE COMMUNICATIONS	45
SPEEDYSOFT	9
TASMAN	74/75
TECH RESEARCH.....	11
TRANSFORM	83/27
T L DAVIS.....	91
US GOLD	OBC
VIDEOVAULT	93

Stay ahead of the game — read Sinclair User **NEXT MONTH**

With any software house worth its chips flexing its muscles ready for the PCW Show and the big Christmas push, October should be a month in which utterly wonderful and staggeringly terrible new products simply ooze from the pages of this magazine. Among the good stuff will be some astounding new games from Faster Than Light. Among the dross . . . well, we'll name names next month.

Some nifty hardware is also coming, Cheetah have some tasty looking music gear and there could be some news on a major product. That's major with a capital M.

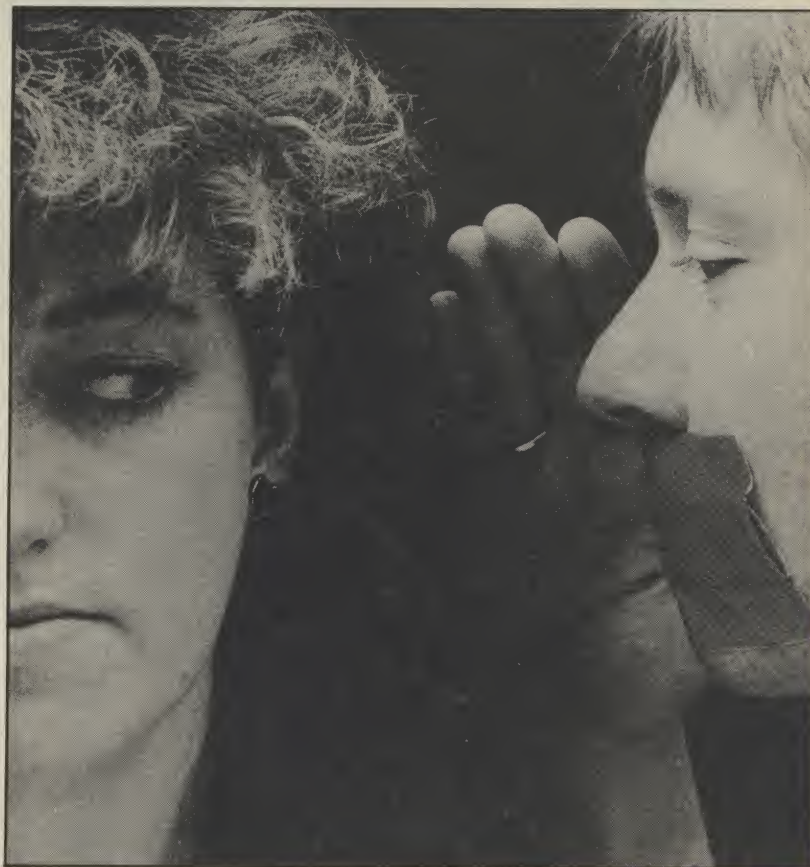
Among the special features there's a detailed look at the top ten bulletin boards (that means the ones we, in our totally opinionated way, choose as best) what they offer and how you hook into them.

In fact so far as October is concerned you don't know the half of it — some of the stuff we've got planned is . . . how can we put it? . . . Remember the second world war? . . . That sort of size.

The problem is if we were tell you now, some people we wouldn't want to know about it will hear.

Trust us. You need next month's issue.

First with the software. On sale September 18



Reach an estimated readership of 250,000 users per month for as little as £5.00* (inc VAT)

Or if you are starting your own small business advertise in the supermart for only £17.00 (inc. VAT)

Yes, all you have to do is fill in the coupon below including your name, address and telephone number

and send to: Supermart, Sinclair User, EMAP, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

Maximum 30 words.

Your advert will appear in the earliest possible edition.

Name

Address

..... Tel:

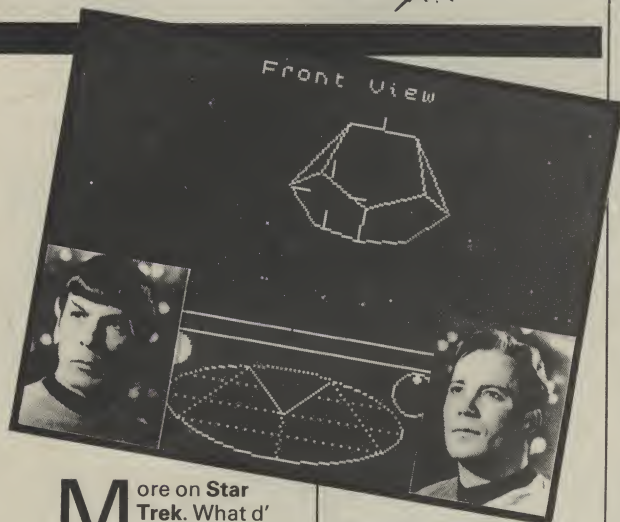
Have you included the fee of £5.00* or £17.00?

Make cheques payable to EMAP PUBLICATIONS LTD

*for second hand sales only

Conditions

The Advertisement Manager reserves the right to alter, reject or suspend an advertisement without assigning any reason. Advertisements are accepted subject to approval of copy and to the right of the Advertisement Manager to alter, reject or cancel any order without explanation. The Proprietors are not liable for any loss from any cause whatever, nor do they accept liability for printers' errors. The Advertisers shall indemnify the Publishers in respect of any claim, cost and expenses arising out of any libellous or malicious matter or untrue statement in any advertisement published for the advertisers, or any infringement of copyright, patent or design therein. The placing of any order will be deemed to be an acceptance of these conditions.



More on *Star Trek*. What d'ole *Gremlin* tell you? Beyond are putting out the game of the film of the show for Christmas — as predicted by *Gremlin* last month.

Some details have emerged. Where last month *Gremlin* totally fabricated details like 'icons of the crew' and 'Elite-style graphics', this month it can be exclusively revealed that, according to someone close to the project, it will be a 'sort of combination of *Elite* and *Shadowfire* with digitised images of the crew'. *Gremlin* can but smile knowingly.

The project is a programmers' *Who's Who* with everybody who is anybody in the software world working on it, through the names escape *Gremlin* at the moment. The team is however led by Mike 'waiting for Godot' Singleton which means that whilst there is a tiny chance the game will be OK it will not in fact be available until the millenium.

Following this convincing proof of mystic oracular powers, *Gremlin* is to issue a regular booklet entitled *Old Gremlins Almenack* full of predictions about world events. In the

Expect the expected. Just in case Beyond has forgotten, this is what *Elite* looks like.

current edition *Gremlin* reveals that Dusty Springfield will not have a comeback hit record, temperatures will be below the seasonal norm, the *Beatles* will not reform, you will never find that Biro you lost and the Aquarius will be not be a successful computer.

Now *Gremlin* is reluctantly prepared to admit that, despite being horribly trendy, *Trivial Pursuit* is quite an entertaining pastime mainly as an excuse to reminisce over old TV programmes whilst downing several pints of Pratt's Old Peculiar.

It may even be that the Dom Dom brothers' computer version (which has been offered to about 27 magazines on an exclusive basis so far by roving PR man diddy Dave Carlos) may be worth a few minutes attention.

But surely *King Chip* must be the most tedious variant of the original game format ever invented.

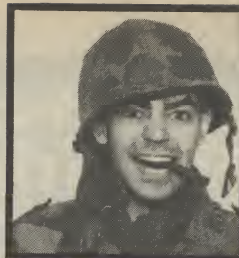
King Chip has approximately 5,000,000,000,000,000

questions all stored on little cards. The trouble is every one of the questions is about computers. Initial enthusiasm was high among the *Sinclair user* staff (when they thought it was a normal *TP* type game) all of whom claimed to be specialists on some subject or other (Clare Edgeley wanted questions on cats and coin ops, David 'Judy Driscoll' Kelly on the early movies of Sergio Leone, Graham Taylor on James Joyce and Philip Glass, whilst the Mad Celt nominated Brains SA [skull attack] as his specialist topic).

Should you wish to bore your friends to death or get rid of people at parties try *King Chip*.

Not content with merely choosing an utterly naff name for its games software house, ie Piranah, Macmillan has hit upon an even more appalling concept — featuring the flotsom and jetsome of the computing press on the cassette insert of some new game or other.

A dozen or so hacks most of whom have seldom seen daylight were assembled (attracted by the magic words 'we'll take your



Some of the hacks went way over the top.

picture') dressed in all manner of curious clothes (wearing deviant clothing is second nature to many of them).

The idea behind this fancy dress was that the journalists (here the word is used in the loosest sense possible) should pretend to be crack commandoes, (and commandettes).

Revelation of the event was John 'Capn Birdseye' Gilbert who was so impressed by his portrayal of a salty seadog that he resolved to grow a real beard in place of the cosmetic one in the picture.



Capn Birdseye's false fungus

Gremlin welcomes the news that Ocean is to produce the *Miami Vice* computer

game. A licencing deal that has been zooming around the highways of the software industry for over a year now (originally Hewson and Hutchinson were involved, I recall).

Gremlin reckons the Spectrum is the ideal computer for a game based on the designer cops 'n' robbers show where colour coding is more important than crime.

Just watch how accurately this aspect is reproduced in the game as characters and cars change colour to match the background.

Want to make a few hundred quid? Here's how: ring Macmillan and threaten to go out and bite someone. Listen to them quake and cough up that cash.

As part of the deal for *Nosferatu* Macmillan, on the insistence of the film company, had to arrange one million pounds worth of insurance in case someone was so disturbed by the game that they went gaga and started biting people who subsequently sued.

Gremlin is prepared to bite the person of your choice right now for a 50% cut of the blackmail proceeds.

What is Andrew 'Mr Debonair businessman 1984' Hewson doing camped out on a suburban lawn with software space cadet and Steve Hillage lookalike Jeff 'Spirit of 67' Minter?

Gremlin can exclusively reveal that this is not merely a silly photo celebrating a software deal. In fact the perverse duo are believed to be forming a pop group described by Jeff as being 'like the *Pink Floyd* and *Status Quo* playing simultaneously.

'We'll have bloody great Marshall amps and I'll be doing these incredible five-hour screaming guitar solos'.

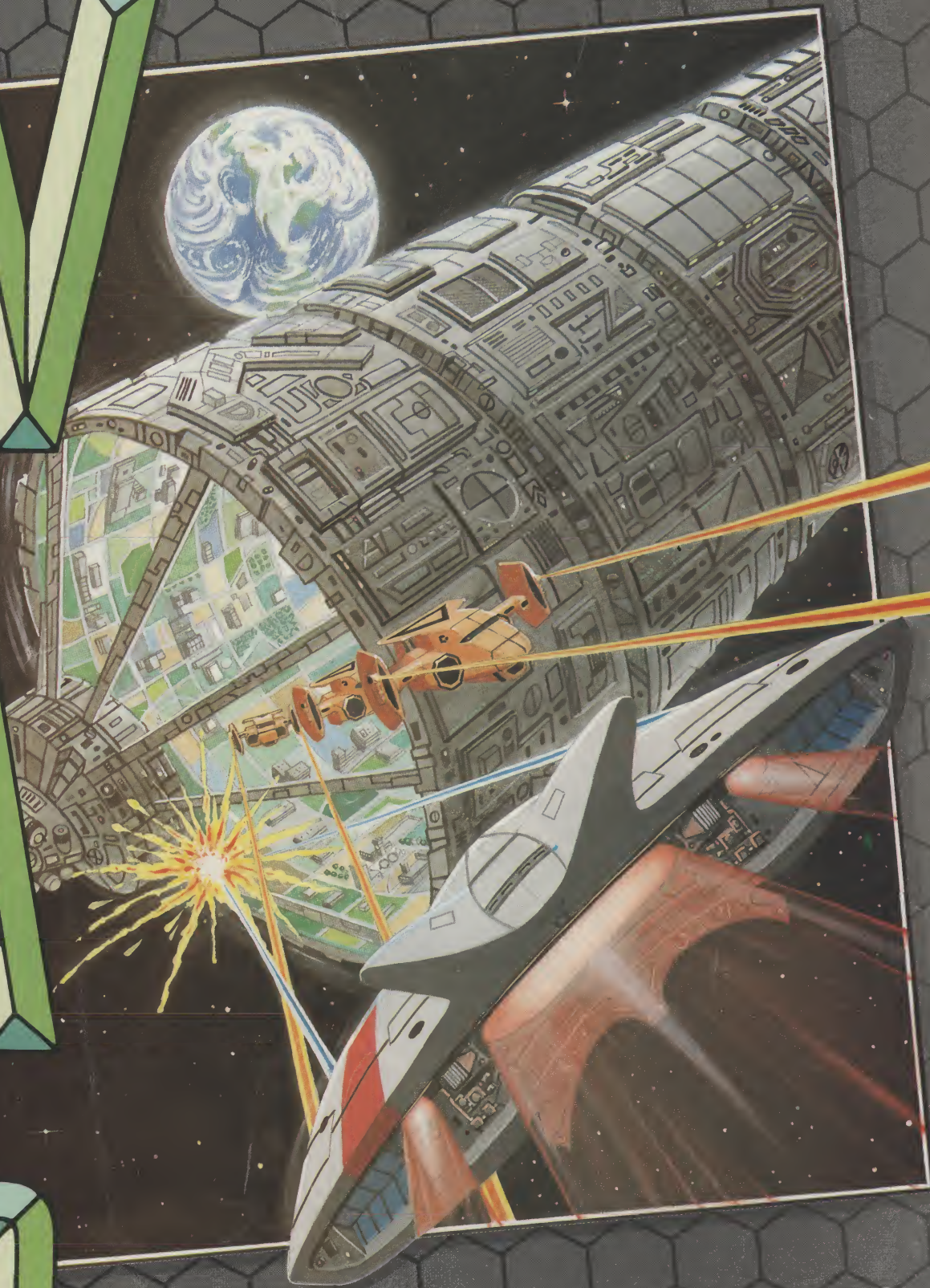
Andrew suggested the music would be 'smooth and silky with me laying down some smoochy and sophisticated piano riffs — sort of like Bryan Ferry'.

A name for the band has not been finalised, suggested titles so far are *Icon*, *Lama Turner*, *The Pet Shop Fogies* (no, not Fergies), *Sheep Trick* and *Min-son*.

The first joint (and I use the word with care) software release from the team is *Brighton Belle Burn Up*. It is a tasteful simulation of a steam journey from London to Brighton in which you gently puff your way through the rolling Sussex Downs watching the steam guages and using your ultra-zap photon lasers to obliterate the roving packs of integralactic turbo sheep which are nibbling the upholstery in the first class compartments ■



WAR



BEING A HERO IS EASY.
STAYING ALIVE IS MORE DIFFICULT!

Spectrum 48K/128K
Amstrad 464/664/6128
CBM 64/128
MSX

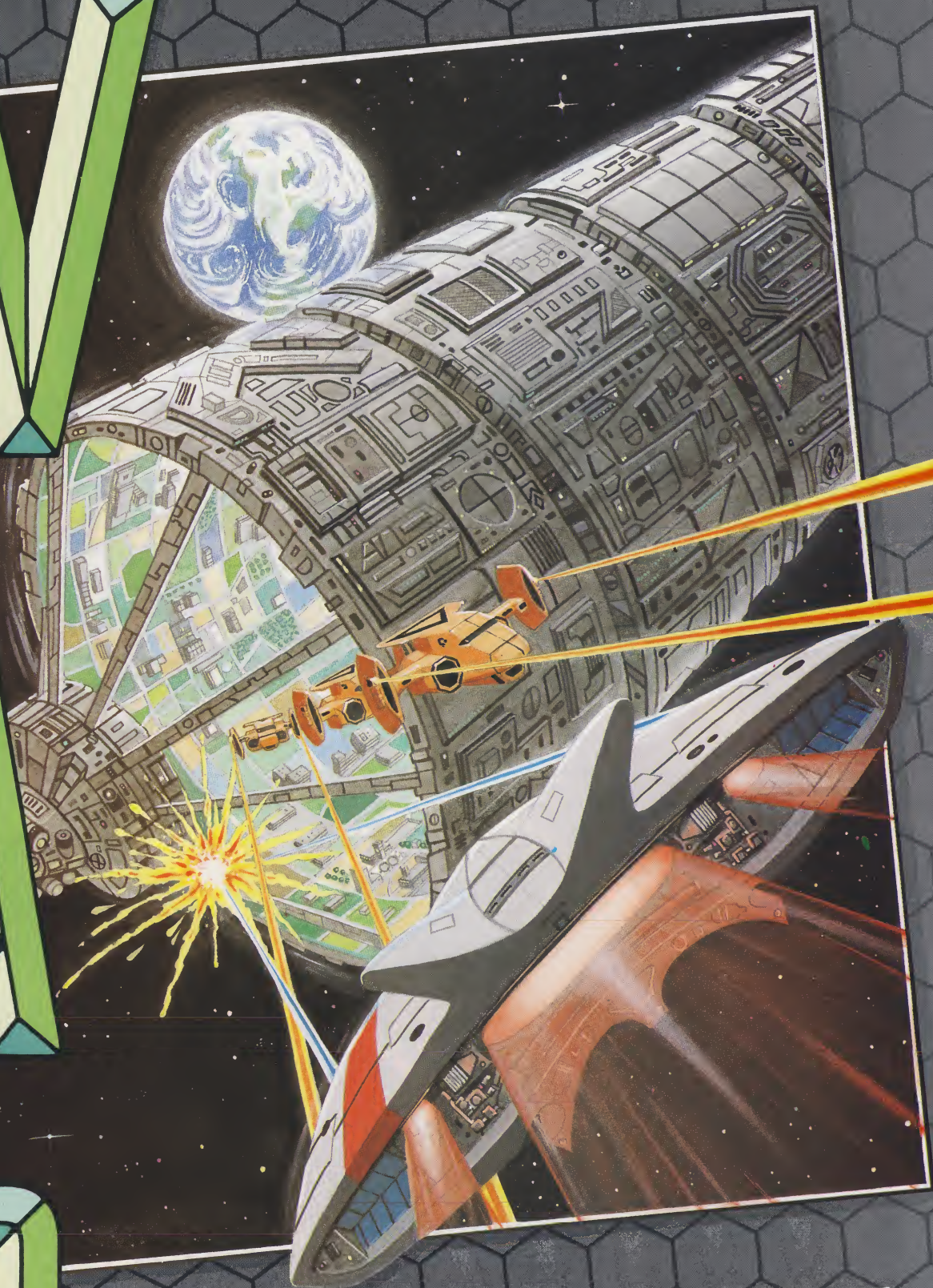
£7.95
£8.95
£8.95
£8.95

martech

Martech is the registered trade mark of
Software Communications Limited, Martech House,
Bay Terrace, Pevensey Bay, East Sussex BN24 6EE

TRADE ENQUIRIES WELCOME. PHONE: (0323) 768456 TELEX: 878373 Martec G

WAR



BEING A HERO IS EASY.
STAYING ALIVE IS MORE DIFFICULT!

Spectrum 48K/128K
Amstrad 464/664/6128
CBM 64/128
MSX

£7.95
£8.95
£8.95
£8.95

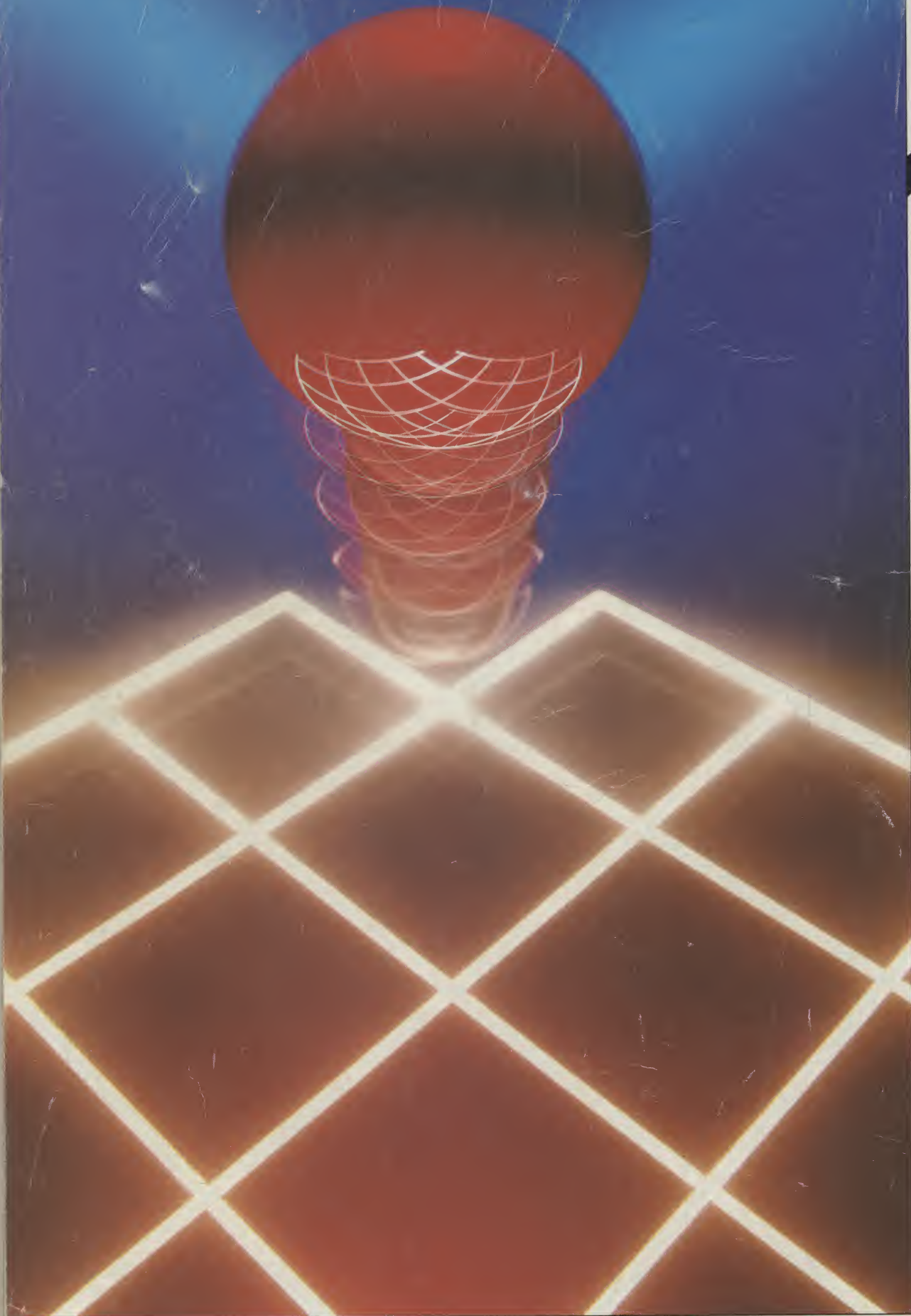
martech

TRADE ENQUIRIES WELCOME. PHONE: (0323) 768456

Martech is the registered trade mark of
Software Communications Limited, Martech House,
Bay Terrace, Pevsey Bay, East Sussex BN24 6EE

TELEX: 878373 Martec G

Revolution

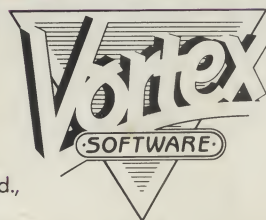


...REACH NEW HEIGHTS IN TENSION!

Manufactured and
distributed by
U.S. Gold Limited
Unit 2/3 Holford Way
Holford
Birmingham B6 7AX

AMSTRAD CASSETTE	£9.95
AMSTRAD DISK	£14.95
SPECTRUM CASSETTE	£9.95

Vortex Software Ltd.,
Vortex House
24 Kansas Avenue
off South Langworthy Rd.,
Salford M5 2GL



Revolution



...REACH NEW HEIGHTS IN TENSION!



Manufactured and
distributed by
U.S. Gold Limited
Unit 2/3 Holford Way
Holford
Birmingham B6 7AX

AMSTRAD
CASSETTE

£9.95

AMSTRAD
DISK

£14.95

SPECTRUM
CASSETTE

£9.95

Vortex Software Ltd.,
Vortex House
24 Kansas Avenue
off South Langworthy Rd.,
Salford M5 2GL

